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Rusel DeMaria



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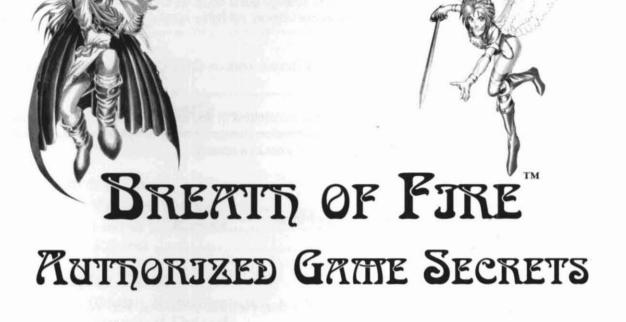
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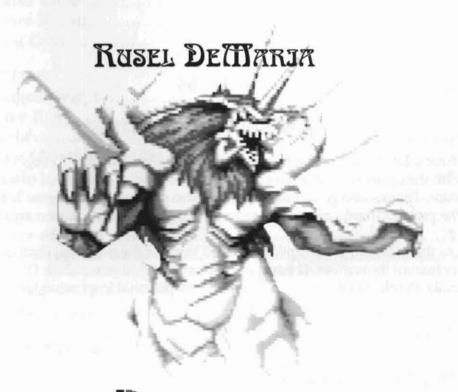
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Special Color Section: The World Map Breath of Fire Collector Artwork

**Monster Statistics** 

# Introduction

On these pages is the story of Breath of Fire. This book details the steps you need to take to complete the game. You can use this book in one of two ways. If you wish, follow along as you play to see that you don't miss anything important. Or, preferably, use the book as a reference if you get lost or don't know what to do next. On page 162 is a flowchart that details the significant events of the game. Look at the page number on the flowchart to see where to find that event. The flowchart includes cities, dungeons, mazes, towers, bosses, and other events that occur as you play the game. Using the flowchart, you should be able to find what you need, wherever you are in the story.

The way we show how to play Breath of Fire is not necessarily the only way to play. You may choose to do certain parts of the game in a different order. However, some tasks cannot be accomplished without previously completing other parts of the game. The game flow in this book is relatively efficient at getting you through the game with a minimum of trouble. Also, be warned! There are two endings to Breath of Fire. If you follow all the instructions in this book, particularly toward the end, you will get the "good" ending. If you leave out certain steps, you will get a less satisfactory ending.

A note about difficulty: If you play the game as suggested, you should have little trouble beating it. However, if you want additional challenges, you can fight many of the boss monsters without using the ideal strategy, or without charging up your characters to high levels as suggested in this book. If you do so, the game will be harder. For some, that may be more fun, as well.

I hope you enjoy this book and especially Breath of Fire. Good luck, and happy hunting.



# Brekth of Fire Chapter Ore

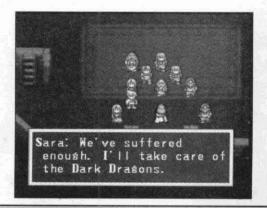


You wake up to the voice of a great dragon. He's warning you of danger.



The day doesn't get much better. The building's on fire, and later, you get turned to stone.







Your sister Sara tries to fight Zog's lieutenant alone, but she's no match for Jade.



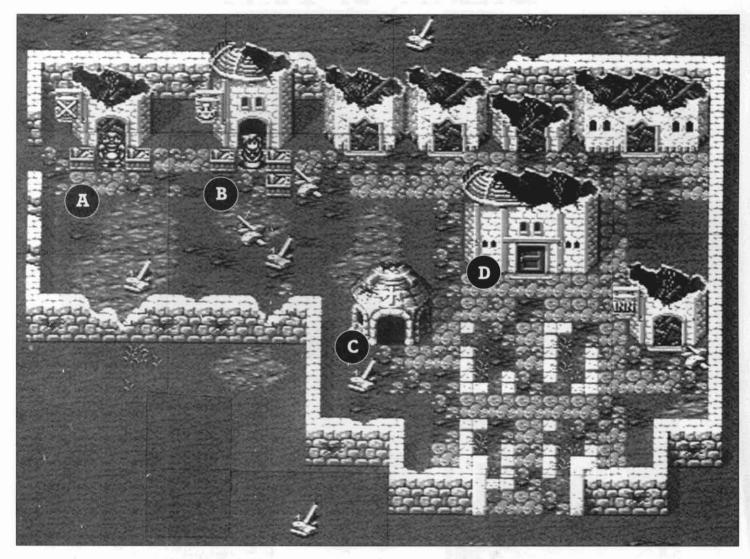


Use the Options menu to customize your game. Remember, you can set special functions for the X, Y, L, and R buttons on your joypad.

# 2

### Breath of Fire Ruthorized Game Secrets

# **DROGEN**



A. Weapon Shop

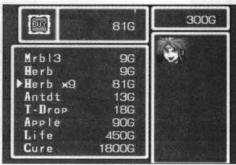
B. Item Shop

C. Dragon Shrine

D. Rest Here (no Inn)



The village elder gives you 300 gold pieces.



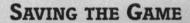
Go to the nearby Item Shop and buy some Herb and some Antdt. Use Antdt when you are poisoned. Use Herbs when your life bar gets low.

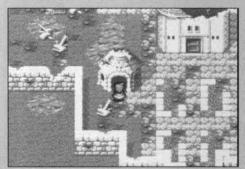


The old woman will heal your wounds if you go back to her. Stick around the town and fight a few battles, returning to get healed, until you go up a couple of levels.











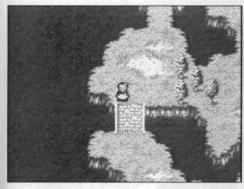
Save the game often. Look for the Dragon sign over the doorway. The great dragon will record your journey for you.



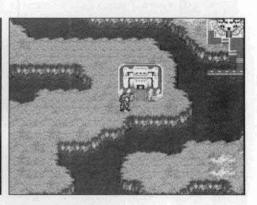


Your first few battles will be tough. The enemies are weak, but so are you. What you need are better weapons and armor. But they're expensive! Perhaps you can find some better equipment somewhere else. Time to journey to Camlon!









The road to Camlon is to the northeast. Follow the path and go quickly. You'll be attacked a few times. Use Herb if you get hurt badly. When you reach Camlon, enter the town immediately.

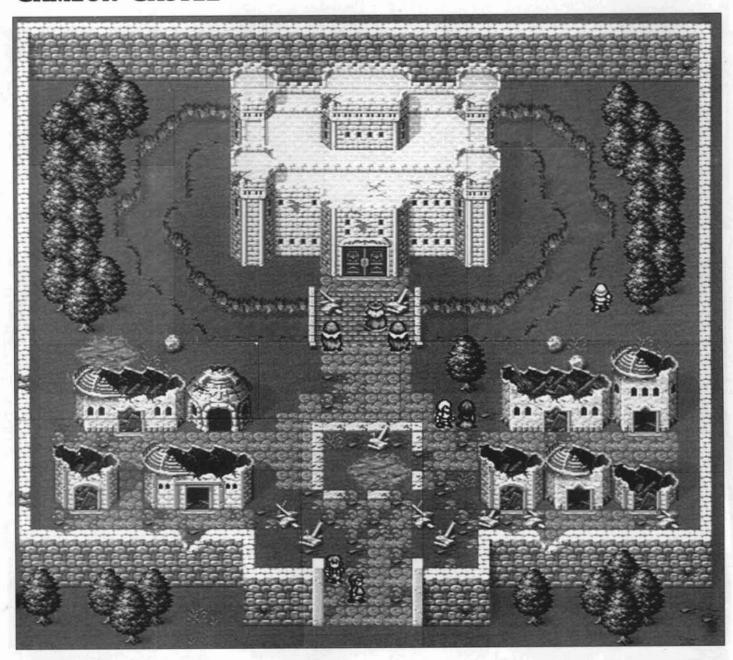








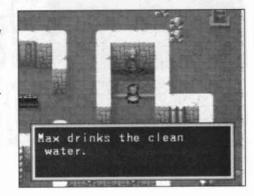
# **CAMLON CASTLE**





Camlon Castle is in ruins. The Dark
Dragons have destroyed the village, and only
the Dragon Shrine remains intact. But the
king is not going to give up. He's only
waiting for a hero to rid the castle of
monsters before he starts to rebuild the town.

Inside the castle, you can heal your wounds by drinking at the fountain. This is a perfect place to "charge up" your character. Stay near the fountain and fight monsters until you go up a few levels.

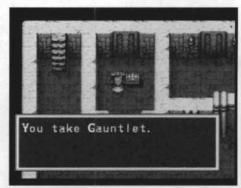


### Camlon Castle





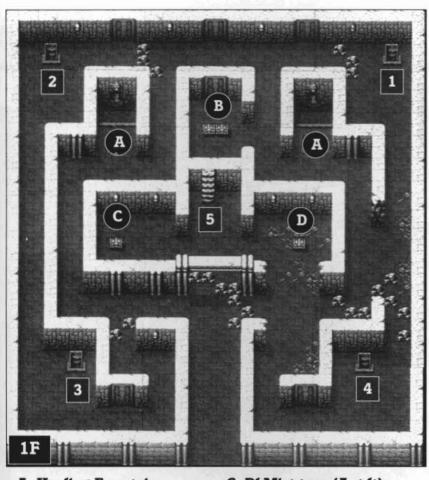
When you're ready, go to stairway 1 and find the BronzSD in a chest. Equip the sword and go find the Gauntlet in a chest to the west. Equip the Gauntlet, then go back to the healing fountain and charge up to about Level 7.



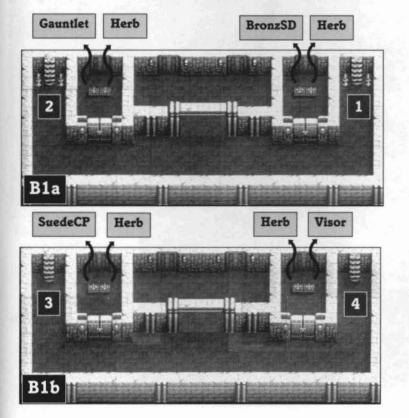
Once you reach Level 7, climb the stairs again and continue until you reach the boss at the top. Collect items from chests along the way.



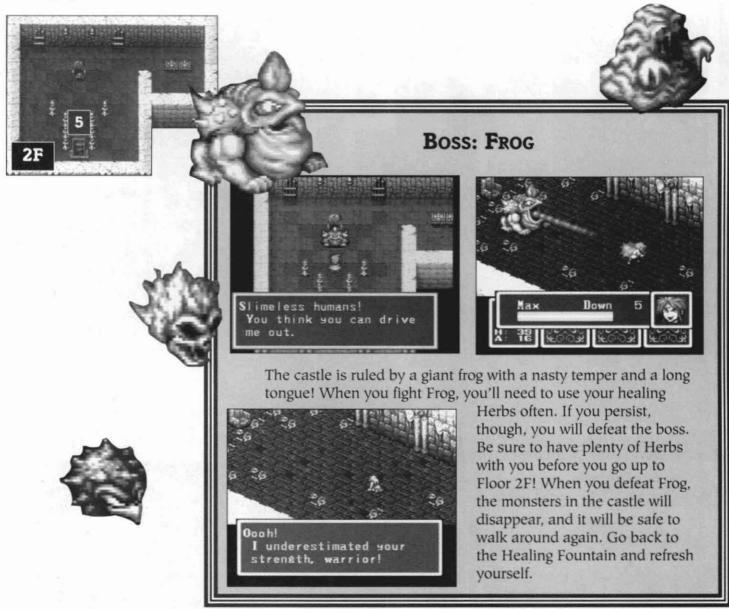
Chest D has a strange trap that heals you. Open it after opening Chest C, then go upstairs.



- A. Healing Fountain
  B. 2 Chests (70 GP each)
- C. DkMist trap (Antdt)
- D. Sproing (Antdt)











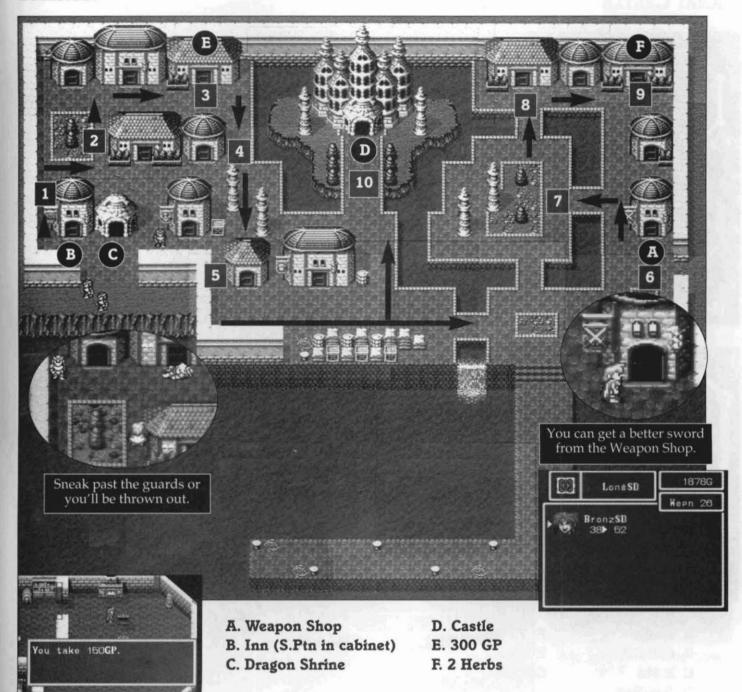


P.Bugs don't do much damage during battle, but they do poison you. Use Antdt to overcome the effects of poison. Also, remember that you can run away. Often, running away will allow you to avoid the P.Bugs' poison attack!



Talk to the king and his advisors to receive a clue about where you should go next . . .

### NANAI



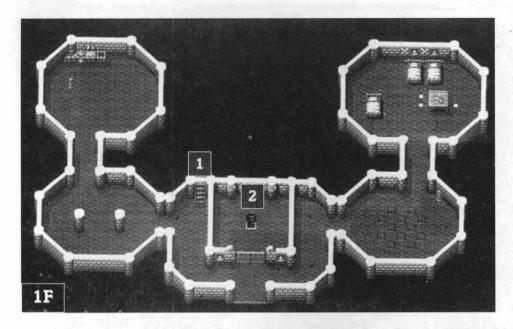
Find items in the buildings. Some are in chests, some in cabinets.

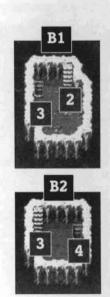
To get through Nanai, you must sneak in at night and avoid the guards. Save first at the Dragon Shrine, then start at the number 1 and trace your path through the city to avoid the guards. If you search in the buildings, you'll find hidden items in chests and in the large cabinets.

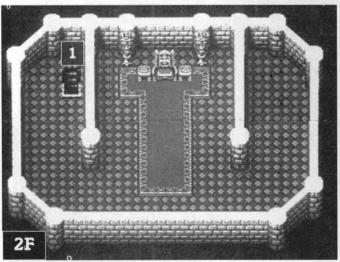
Use any potions (Ptn) on the hero as soon as you get them. You may also want to sell any extra weapons and armor. The LongSD is expensive! Once you've done everything you need to do in town, head for the castle. Be sure to bring plenty of Herb and Antdt, though.



### NANAI CASTLE





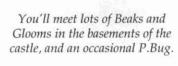


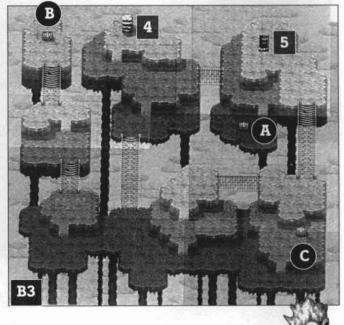
- A. Antdt
- B. 650 GP
- C. B.Stn
- D. ArmPad
- E. 70 GP
- F. F.Stn

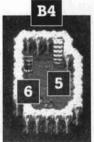






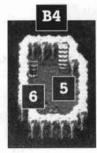


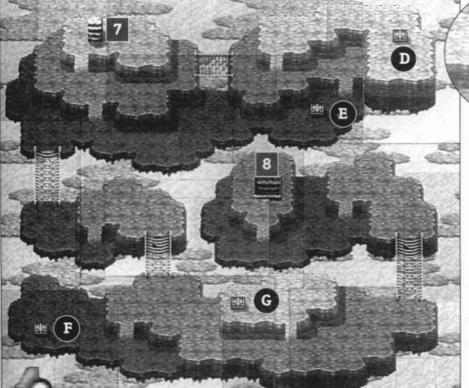






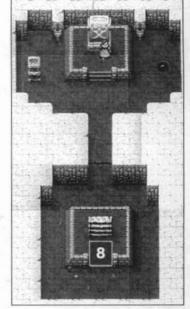


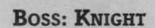






Equip the ArmPad when you get it.









The Knight is a tough boss. Be sure to come with lots of Herbs. The Knight will cast lightning spells on you (which takes 20 off your life bar),



so be ready to heal. Use the B.Stn and F.Stn to soften him up. Once you think you've defeated the Knight, guess again. He's got a second wind and will fight on, even after his life bar is almost to zero. Most bosses in Breath of Fire have this second wind, so get used to it. Just keep healing and fighting until you defeat the Knight.



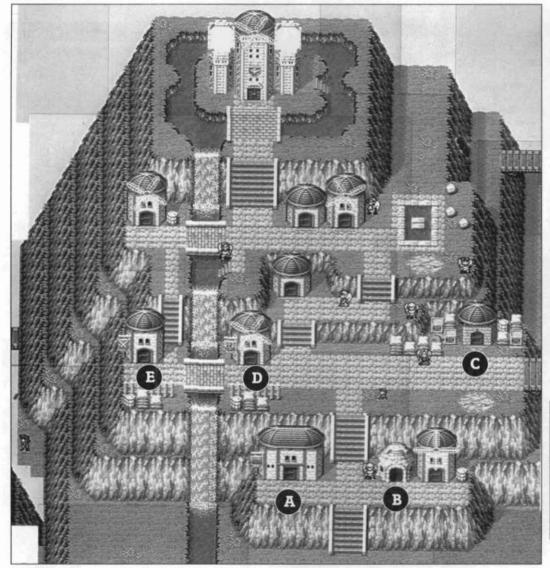
After you defeat the Knight, you get the first key.



Nanai is destroyed, but it was necessary.



### WINLAN





Your next destination is the town of Winlan. You'll get a clue from the people in Camlon. On the way, discover the special use of the E.Key, which will do 30 HP damage to every enemy.





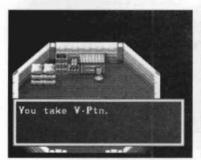
The path takes you to Winlan.

A. Inn B. Dragon Shrine

C. V.Ptn (in cabinet)

D. Item Shop

E. Weapon Shop







When you arrive at Winlan, explore the buildings to find a hidden V.Ptn, talk to the people, then head for the castle. In the castle, you find out that all is not well with the king. There's a clue about the Remedy, but instead of letting you see the king, the people take you to a room and ask you to rest while you wait. For the moment, the hero is through, and Nina, the princess, takes over.



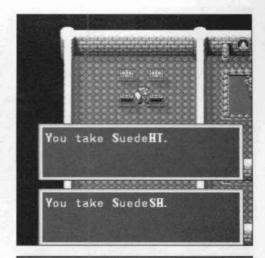
# Chapter Two



Now you control Nina. First, visit the king and obtain a clue about Karma, your next destination. Explore the castle for chests full of useful items. Then visit the Item Shop to purchase some Mrbl3. Use Mrbl3 to prevent monsters from attacking as you explore the land. Also, trade Nina's Dress for a SuedeGN and get her the BronzRP.

Save the game and exit town. Head for the

nearby cave, just to the west.









Nina doesn't have to travel alone. Two soldiers join her once she enters the cave. Put the soldiers in the lead to protect Nina.

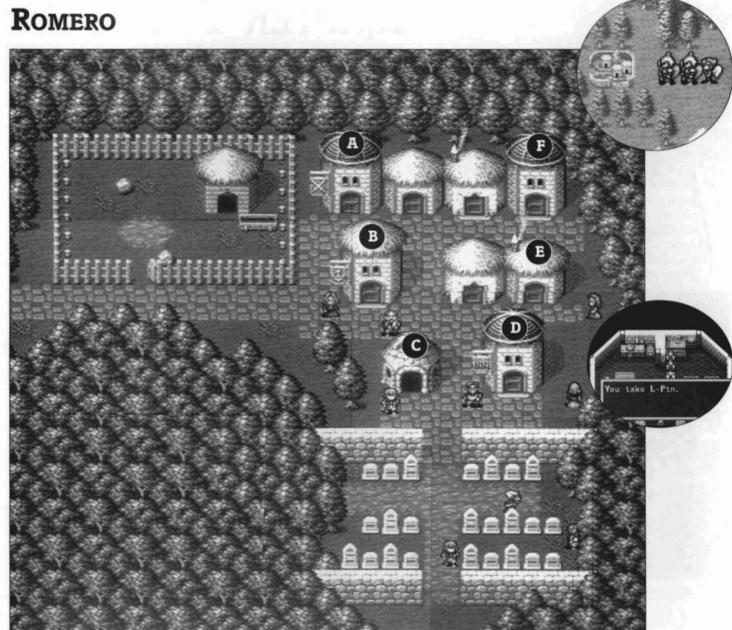




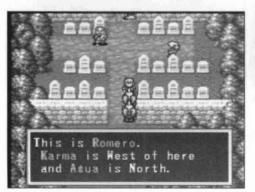


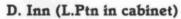
Explore the cave thoroughly. You'll find many useful items. Be sure to pick up the I.Ore. You'll need it later. Be sure to have Nina use the E.Key in battles. It will make short work of your enemies.





- A. Weapon Shop
- B. Item Shop
- C. Dragon Shrine

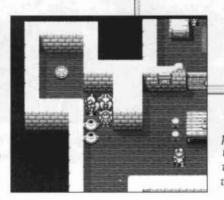




- E. Map (in basement)
- F. ProtnB (in cabinet)



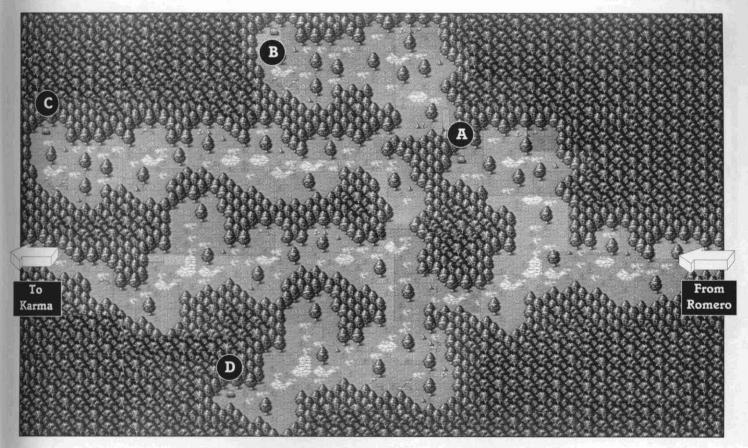
To find the Map, fall down the hole and push the jars out of the way.



When you're outside of town, pick the Map from the Item list to see where you are and where you've been.

# 13

# FOREST TO KARMA

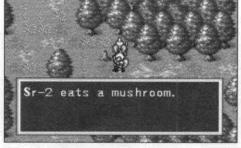


A. Herb B. 150 GP





Before you leave Romero, trade in the SuedeGN for the Gown.



Some mushrooms you find in the forest are good for you. Others are poison.



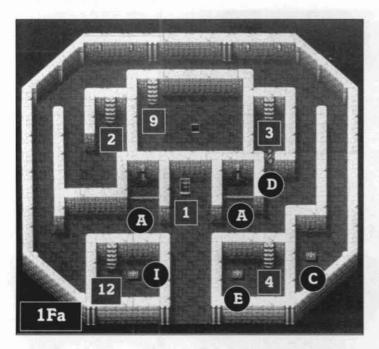
The forest is full of Spiders, P.Bugs, and Creeps. The Spiders are the worst. Use the E.Key and keep out of trouble. There isn't much of value in the forest, though the Bandage offers Nina a little more protection than the SuedeSH.







### KARMA TOWER A

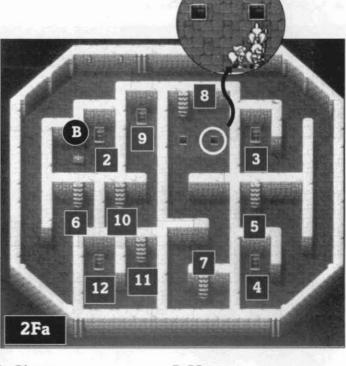


- A. Healing Fountains
- B. M.Drop
- C. M.Drop

- D. Morte
- E. Charm
- F. Cure



- H. Herb
- I. Life2

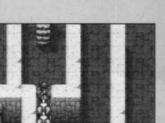


I. Mortea

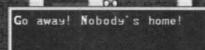
Down stairway 1 is a basement with a couple of Herbs. Collect what you can on the first floor, then

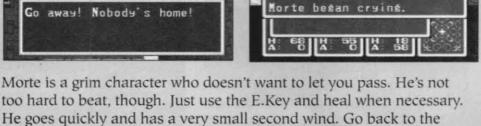
# go meet Morte.

MINI-BOSS: MORTE



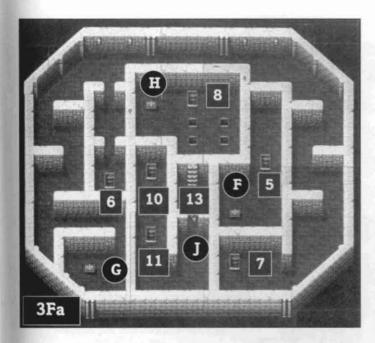
Healing Fountain after beating Morte, then up stairway 3.



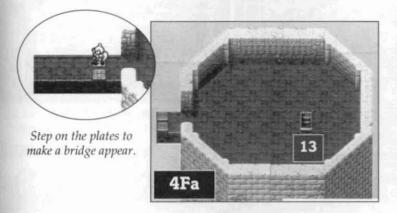


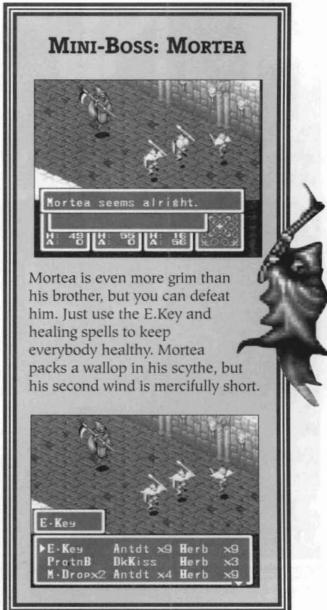
# CHARGE UP

This is a good time to charge Nina up to Level 8. Stay near the healing fountain and fight until she reaches that level before continuing with the adventure.

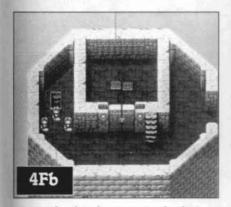


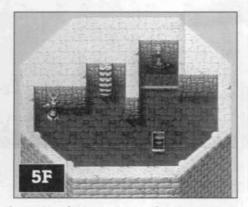
When you're ready, drop down the right-hand hole on the second floor to reach stairway 9 and go on to meet Mortea, Morte's brother. If you want, get the Life2 (I) from the first floor before meeting Mortea.

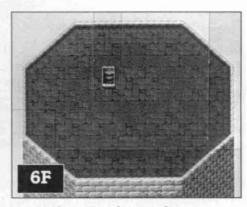




### KARMA TOWER B



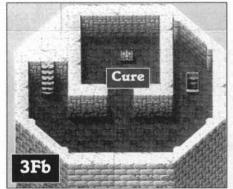


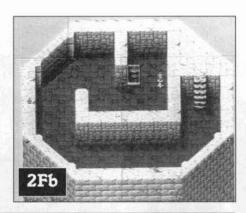


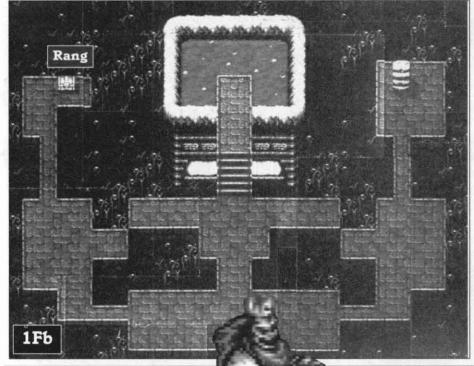
Cross the bridge to reach the second tower of Karma. Up the stairs are a Dragon Shrine and a Healing Fountain. Use them if you wish, then go back down one level and talk to the three girls who block the way to the next stairway. Step on the plates inside the doorway and head downstairs to meet the Wizard.

# 16

#### Breath of Fire Ruthorized Game Secrets

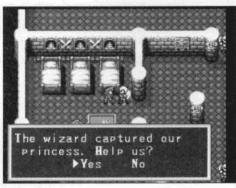








The Wizard's Xeon gas is too much for Nina and her soldiers. But one escapes . . .



Now the hero must come to Nina's rescue.

Pick up the ChainML on the way out.

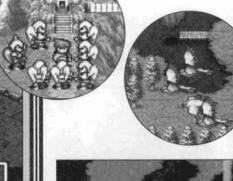


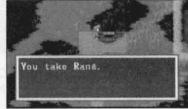


Use the E.Key against the Wizard, especially when he uses his Petrify spell to reduce the damage of your normal attacks. You'll have to use Herbs to heal yourself if you get into trouble from the Wizard's continuous use of lightning and freeze spells. One hit from the E.Key takes care of his second wind, though.

Freeze!

Max



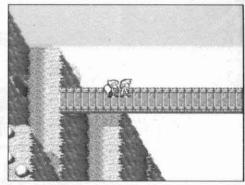


Before taking on the Wizard, get the Rang from the chest. There's a sproing trap on the chest that heals all damage.

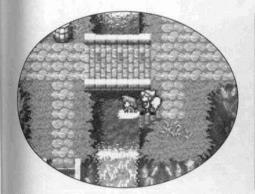
# Chapter Three







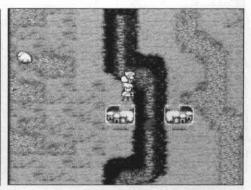
After you defeat the Wizard, you get the Remedy. Then the bird people will fly you back to Winlan. Talk to the king and get his permission to use the basement tunnel. Nina joins your party and now you head for the basement and the tunnel. Head east toward Tantar and Tuntar.



Want a quick way out of Winlan? Ride the waterfall to the bottom.

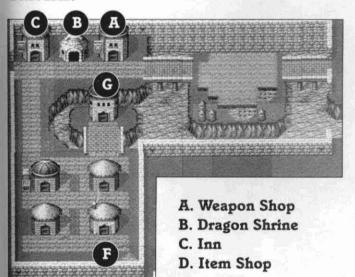


With the Rang, you can attack all your enemies at once while Nina uses the E.Key.

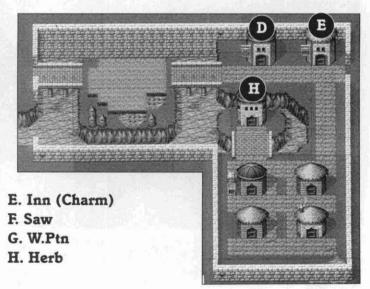


To the southeast you'll find the twin towns of Tantar and Tuntar.

#### TANTAR



### TUNTAR



When you reach Tantar, visit the Weapon Shop and get the Bandana for Nina and the SuedeAR for the hero. Then visit the man in the southeast building to trade the I.Ore for the Saw. Finally, get any other items you want, talk to the townsfolk, stay at the Inn, and then save. Head over to Tuntar next.





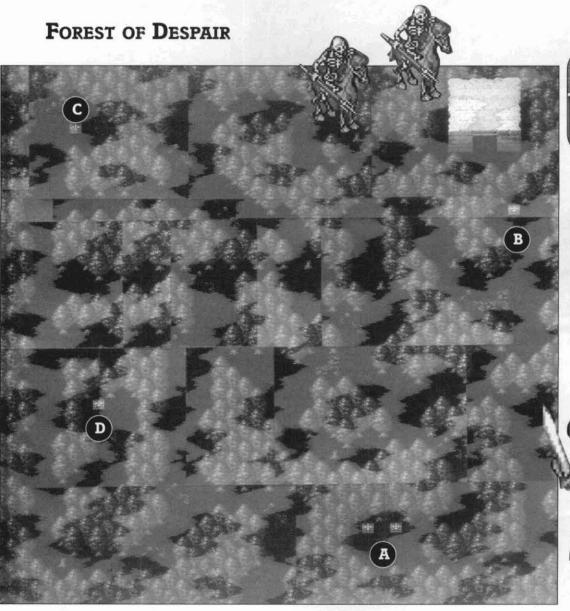
The man trades the I.Ore for one Saw.



Use the W.Ptn on Nina.

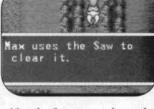


In the Chief's house, learn about the Ring.



A. Life & T.Drop B. Wrist

C. T.Drop D. Herb



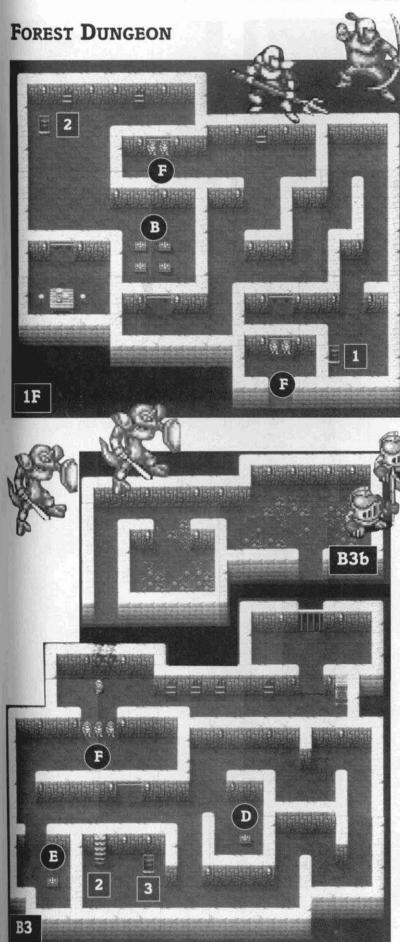
Use the Saw to cut down the old tree.

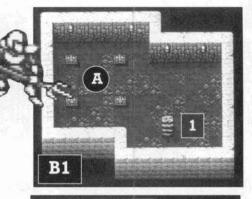


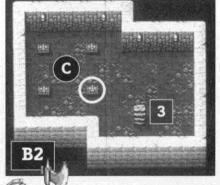
Use the E.Key and the Rang to fight multiple enemies.

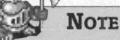












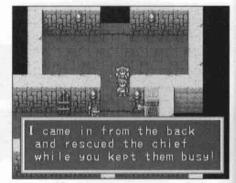
Look out for traps. Always take the long way around in this dungeon.



- A. T.Drop, 2 Life, Long SD
- B. Herb, T.Drop, Acorn, Life2
- C. WolfHT (trapped), 2 Herb, T.Drop
- D. Herb
- E. Herb
- F. Guards

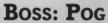






The Chief's a phony! He leads you into a trap!

Things look bad until Bo arrives!





Pog is a two-headed beast, which means that sometimes he gets two attacks. However, the strategy for beating him is the usual. Use the E.Key and the Rang. Heal when necessary. Pog's second wind is not too big. Just a few rounds will finish him.

**BOSS: GENERAL** 



The General's not happy about being discovered. He challenges you. He's a tough enemy, but now you have Bo on your side, and Bo knows Freeze spells. You can beat the General without Bo's spells, but it's nice to know they're available.







### CHARGE UP HERE

Once you defeat the General, give Bo the WolfHT, then go back in the room labeled B3b and charge up your characters. By the time you finish, the hero should be at Level 17 (23,000 EP). You may want to return to Tantar to rest at least once before the hero reaches Level 17. You can use Nina's Warp spell to return to Tantar quickly, once you're out of the forest.

While you're fighting, you'll also collect Meat (which will heal the whole party somewhat) and C.Stns (which cast Freeze spells when used during battle). You'll get C.Stns from Zargs and S.Riders. Warhogs leave Meat. You want to end up with as many C.Stns as you can get.

It is important to charge your characters now, because the next bosses will be very tough if you don't.









### USE BO TO HUNT

Put Bo in the lead and he can hunt game out in the countryside. When hunting, use Mrbl3 to prevent monsters from attacking while you're hunting!

Experiment, and you'll soon discover that different animals give

different (and useful) objects. For instance, Boars give Meat. Deer leave Antlers (for healing). Birds leave W.Meat, and white deer leave W.Antlers (for replenishing magic points).

Bo can also walk right through the trees of a forest, which will come in handy very soon.

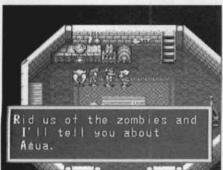


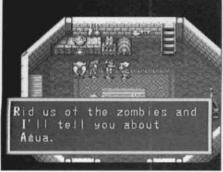
Back in Tantar and Tuntar, sell any excess weapons and armor, equip Bo with the ShortBW and SuedeAR, and go talk to people to get clues about the Robot up north.





## WATER CAVE





he Cleansing Water is in the cave to the West.

### GETTING THE WTRJR

To get the WtrJr, you must perform the following tasks in order!

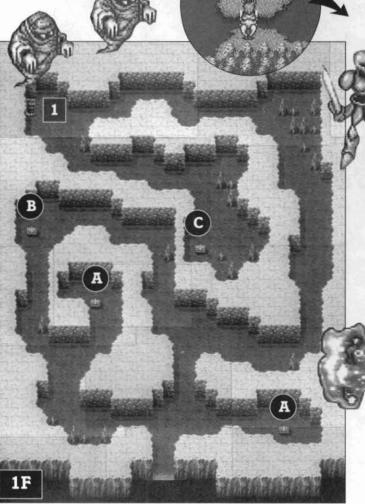
- 1. Talk to the Chief's daughter in Tuntar.
- 2. Talk to the Chief in Romero. He'll ask you to get rid of the zombies.
- 3. Leave Romero and reenter at night.
- 4. Talk to the Chief's daughter (upstairs).
- 5. Talk to the old woman in the graveyard.

The old woman will tell her zombie husband to open the trap door that leads to where the WtrIr is hidden.





Use Bo to make it through the forest. Head west, then south to find the island where the cave is located.

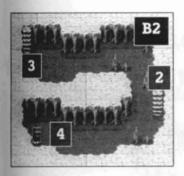


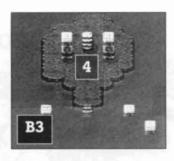
Andan

- A. Herb B. NiceHT
- C. F.Stn

- D. Herb
- E. T.Drop
- F. BronzHT & Apple







Fill the WtrJr with the special water and return to Romero. Once the town is restored, you can get the Tablet that lets you into Agua Tower.













Agua Tower is full of good items. Ride the floating platforms to get from one place to another.

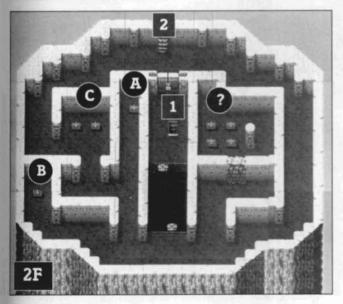
B. Herb

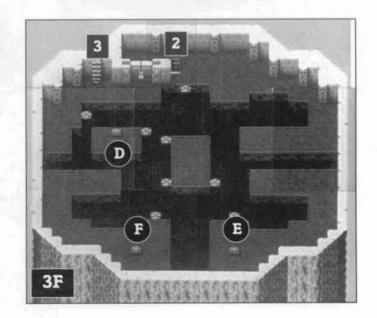
C. Apple & Acorn

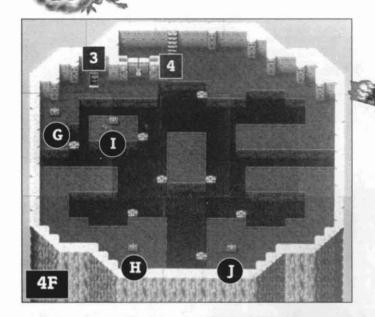
D. SunHt

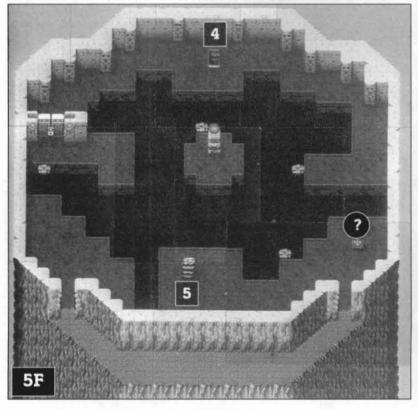
E. IronSH

F. ThiefCL









G. Acorn H. Hairband I. Herb J. Bracelet

Once you have obtained the KngKey from Agua Tower, head back to Romero and sell off any extra equipment. Then head east, through the trees. Stay to the north and you'll find the Stone Robot!



### KEY BOSS: WISP



Wisp is tough, so you'll need the usual patience to whittle him down to size. Use Bo's Frost spell and the E.Key. If you have a ProtnB, it can reduce the damage done by the Wisp's attacks.

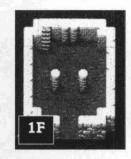
Even though Wisp is tough, he has no second wind. Beat him and he stays beaten. He gives you the KngKey.

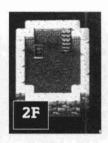


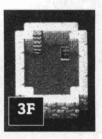


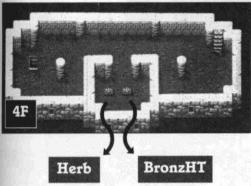
# STONE ROBOT





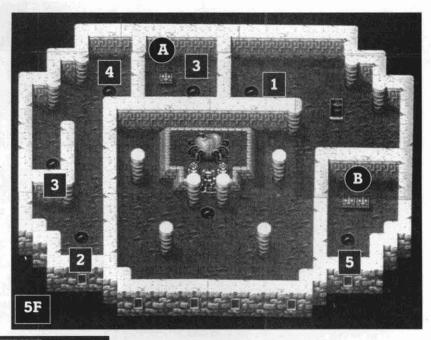


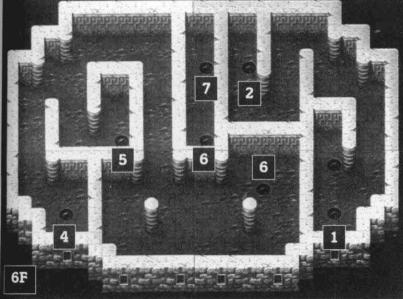




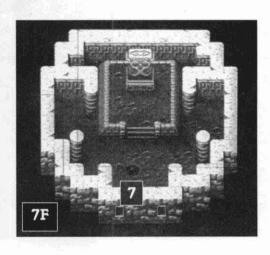


B. Life2 & Mrb11

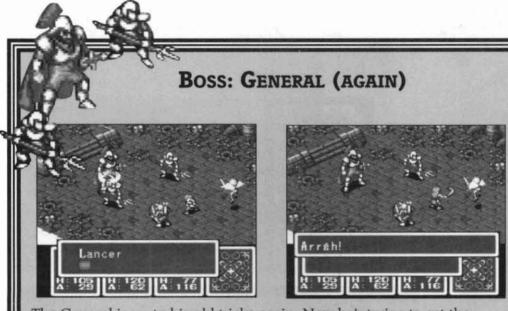




You meet the General again on the 5th Floor. You'll have to defeat him again to complete your quest.



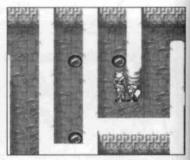




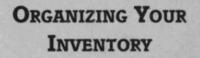
The General is up to his old tricks again. Now he's trying to get the Stone Robot to do his dirty work. He fights you again, and he brings a couple of Lancers along to help out. But he's really no problem if you charged up your characters in the Forest of Despair. His second wind is pretty short as well.



The key works. Now you can explore the Robot.

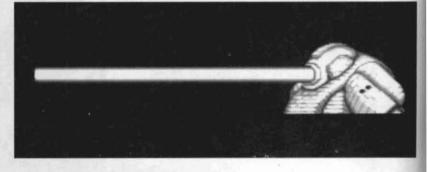


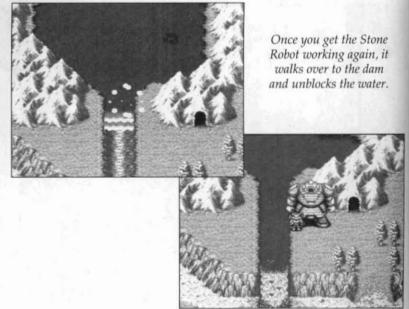
Use the teleports to get around.





Collecting a lot of stuff? You can make more sense of it if you organize. Try putting all permanent items at the bottom. This includes the Map, WtrJr, and KngKey. Leave the E.Key at the first position, though. It's still handy.





# 27

### THE RING



You need the Key to get into the cave where the Ring is hidden.

A. Life

E. Acorn

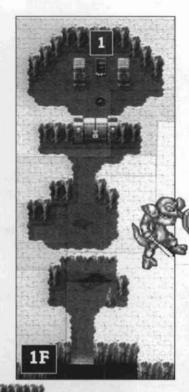
B. Life2

F. SkySH

C. 2000 GP

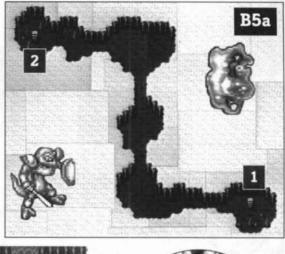
G. Ring

D. Herb





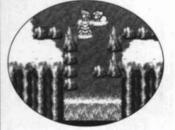
Put on the Ring.





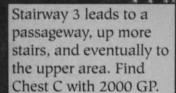
The first cave has a W.Ptn. It leads outside and to another cave.





Ride down the waterfall.

Equip Nina with the SkySH and the hero with the Ring.



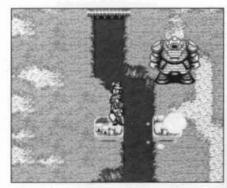




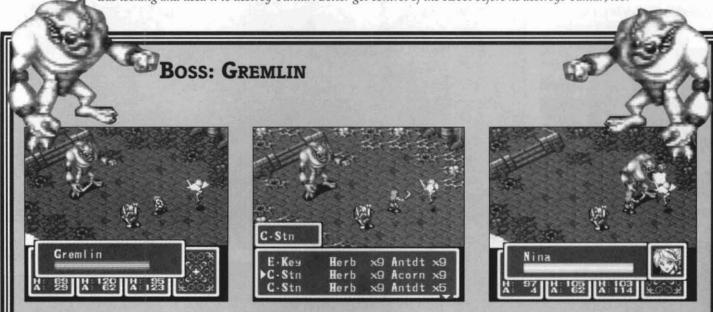








When you get back to Tuntar, it's deserted. Everyone is in Tantar for the wedding. . . except the General. He's taken the Robot while nobody was looking and used it to destroy Tuntar. Better get control of the Robot before he destroys Tantar, too!



The General turns himself into Gremlin, the nastiest boss villain you've faced yet. If your characters aren't charged up by now, they'll be in trouble. His attacks are extra strong, especially against Bo. He's got one attack — his own version of breath of fire — that hits each member of the party and does plenty of damage. Use Meat if everyone gets hurt.

Gremlin's got a lot of hit points. Try to outlast him until he reaches his second wind and "gets mad." Then you've got even more work ahead because Gremlin still has more than 600 hit points left! Remember those C.Stns you got in the Forest of Despair? This would be a good time to use them. Toss a few toward the Gremlin, and use Bo's Frost spell as well. If Bo runs out of spell points, use an Acorn to recharge him. (Each Acorn recharges 20 AP.)



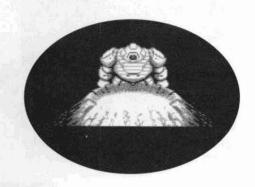




## Chapter Four



The Stone Robot is tired of being used for human purposes.



So it sacrifices itself in the volcano south of Tantar.



The lava flows into the riverbed and hardens. The party heads south.





Just south of the volcano is a small shrine. Inside, the hero undergoes a test of his ability and courage. He must fight Talon, without the help of his friends. He visits the healing fountain first, and gets a Melon from a chest. Then he fights.

97 DEF 113 56 MAG 68/ 68 AP Used SnoDr FlmDr ThrDr

There is little you can do, but hit again and again, healing with Herbs or Cures when he gets hurt. Use any C.Stns you still have, and use the E.Key — it's more effective than the Rang. Talon goes slowly, but he goes, and he has no second wind. Once the hero has succeeded, he gains the ability to transform himself into one of three types of dragons.





Use Bo to enter the fairy ring and talk to the fairies. Then find the boy trapped in the strange area to the east. Talk to him, then head south to a cave.





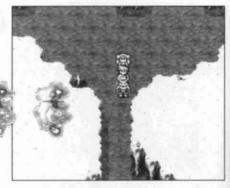




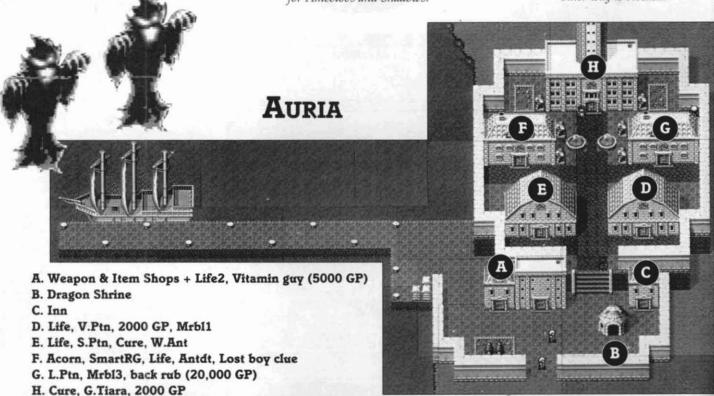
This cave leads to Auria.

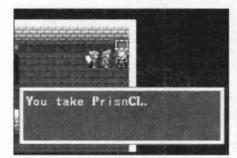


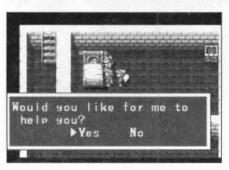
There are lots of enemies inside. Look out for Ameblobs and Shadows.



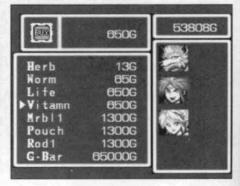
Take the first fork leading south. The other way is blocked.











When you try to enter Auria, you're thrown into jail. Fortunately, there's a lazy thief in bed, and he'll let you out if you ask. Visit the Weapon and Item shops next door. For Nina, get the Rapier and the Tiara. Get the BroadSD for the hero, and get the SageML and LongBW for Bo. At the Item Shop, get one Vitamin and one Pouch. Sell off any excess weapons and armor. Then go upstairs.

#### Ruria





Upstairs, above the Weapon and Item Shops, you find a secret passage. Push on the cabinet, then find a Life2 under a jar.



The man at the table gives you 5000 GP for some Vitamins. Sorry, he only does it once.



This boat could come in handy. Now you know who owns it.



Talk to people to get clues.



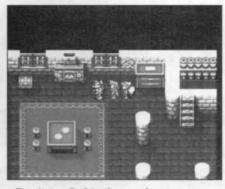
Look in chests and cabinets to get items and gold.



This woman is looking for her son. Perhaps you've seen him?



Give the SmartRG to Nina.



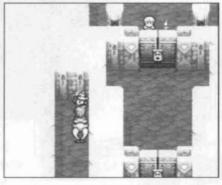
Don't touch this chest unless you want to end up in jail again!



Use Nina to fix this man's back and get 20,000 GP.



Ross lives in the main mansion. His daughter is locked in the safe. If you can get her out he'll let you use his ship.

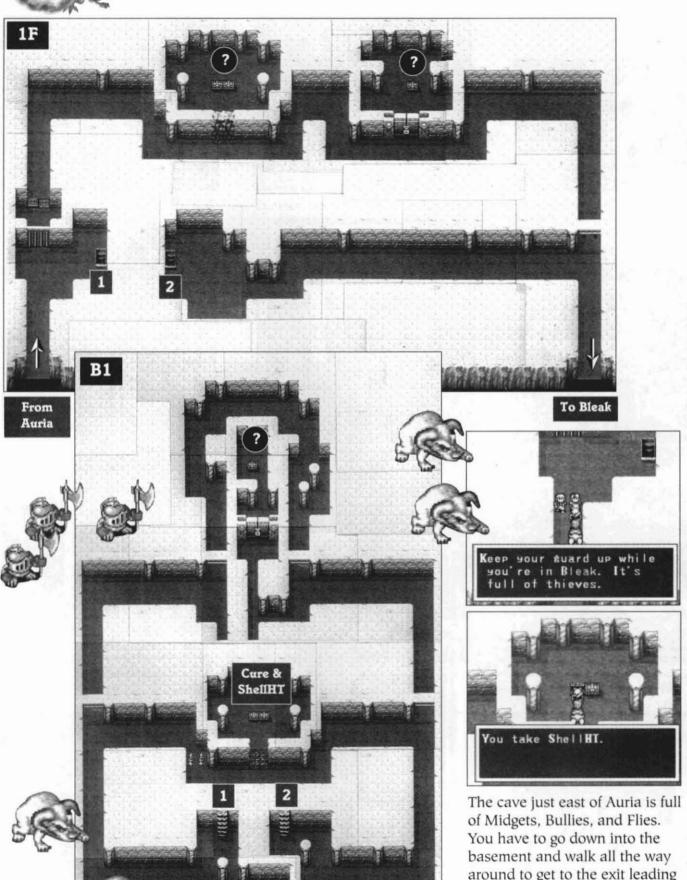


No way to get her out. You need someone who can open a safe!



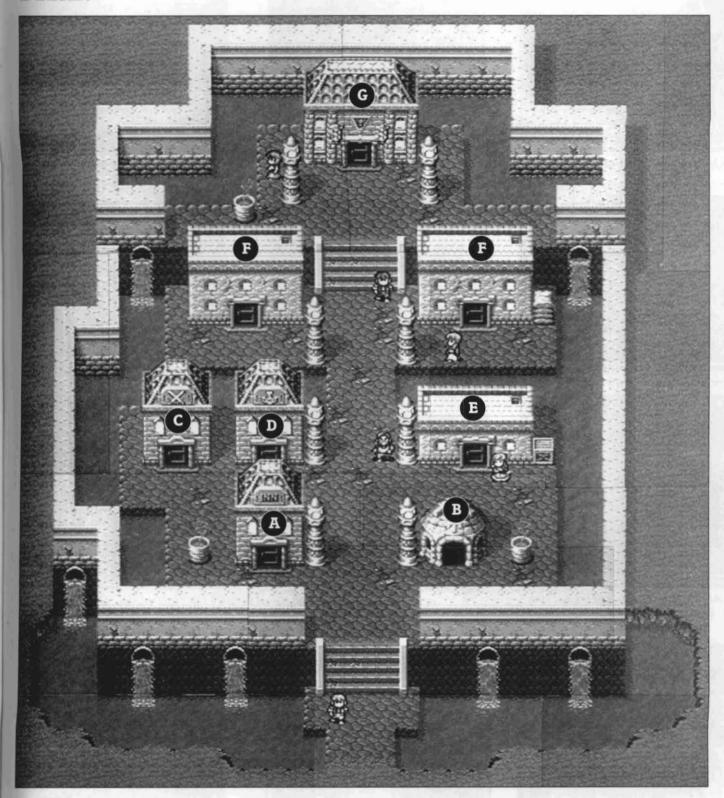
Don't forget to check out Ross's place. There are some good items lying around.





around to get to the exit leading to Bleak. Don't worry. You can't get all those chests yet, but you'll get them later.

## BLEAK



- A. Inn
- B. Dragon Shrine
- C. Weapon Shop D. Item Shop

- E. Life2 (under barrel)
- F. 2 Herbs
- G. Life, W.Ant







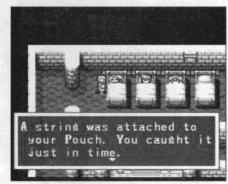
On the way from the cave to Bleak, you'll encounter G.Slimes. Fight them and earn bigtime experience and gold!



Walk around the water to Bleak.



Friendly place. They offer free lodging at the Inn.



Oops. Good thing you had a Pouch to hold your valuables. You get 5000 GP.



Is everybody in Bleak out to make a buck? Sometimes you just have to say no.

This will move, but you need someone stronger.



At the Weapon Shop, sell the G.Tiara and buy the WoolRB for Nina, the MetalSH for the hero.



In building E, push the short barrel to find a Life2 underneath. You can't move the big box, but maybe later. . .?







In the main building, speak to the old man and learn about Karn, a thief who might be able to open the safe in Auria. But Karn is in Krypt, looking for a thieves' book. The old man offers to trade you the Icicle for a G.Bar. You need the Icicle to cross the desert to get to Krypt.

#### Auria & Desert



Watch what you eat in Bleak!



The fairies agree to let the boy go . . .



Back in Auria, get the G.Bar. You might also pick up some Mrbl1s. You'll find them cheaper later on, but they come in handy.



Head for the cave to the west.



Out in the town, you can get more clues.



... if he promises to stop logging.

Mrbl1 is very useful. Each time you use it in battle, it makes your next hit a perfect hit (or Slam). This becomes significant when using the hero's dragon spells or other high-powered attack, since it doubles the effect.



The Icicle lets you pass.

After you've gathered all the clues and items you can from Bleak, you may as well go find that lost boy. Return to the fairy ring and talk to the fairies again. (The quick way there is to use Nina's Warp spell to go back to Tantar, then walk south.)



Mom's happy. She gives you 20,000 GP.



Trade the G.Bar for the Icicle. Now it's time to head for the desert.



The desert is full of new enemies.



## ARAD





Arad is in the middle of the desert.



A. Inn & Dragon Shrine

B. Fife

C. Sand Worm

You learn about the Fife from one of the townsfolk. Then talk to the mayor about it. He wants you to help him with a small problem involving a giant SandWorm. No problem. Talk to other people in town to learn about Krypt.





They have a problem with the Sand Worm.





## Boss: SANDWORM

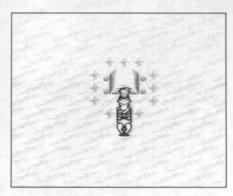






The SandWorm is a big enemy, and he might pose an even bigger problem, but for one thing. The hero has dragon magic now. The ThrDr spell turns him into a mighty dragon whose lightning attack does 130 HP damage. Also, in the dragon form, he takes less damage when hit. Use ThrDr against the SandWorm, and he'll be fishbait in no time!



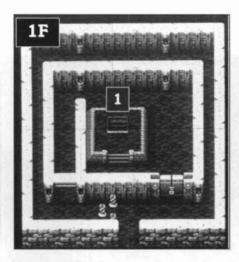


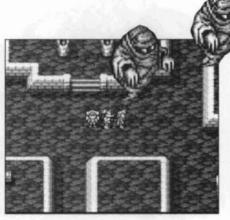
Once you get the Fife, head south to Krypt and press the A button to play it. A bridge appears over the shifting sands and you can enter.



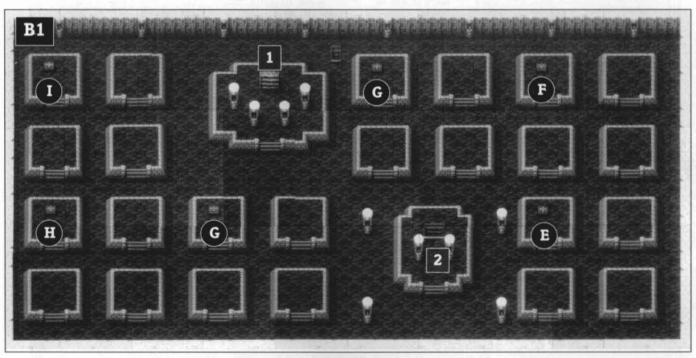
## KRYPT

Krypt is tricky. You need to look out for pit traps that can send you down into an empty basement. Also, there are lots of enemies. Skip the chests at first, and go find EyeSpy. Get past him and you'll encounter a treasure trove — and a couple of surprises.





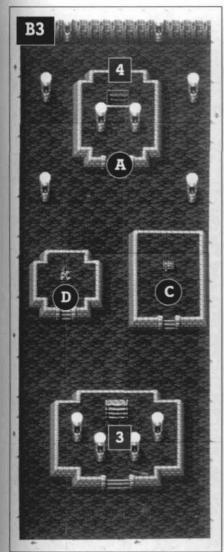
Try to find a safe route. Watch out for pit traps in Krypt.

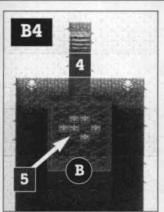


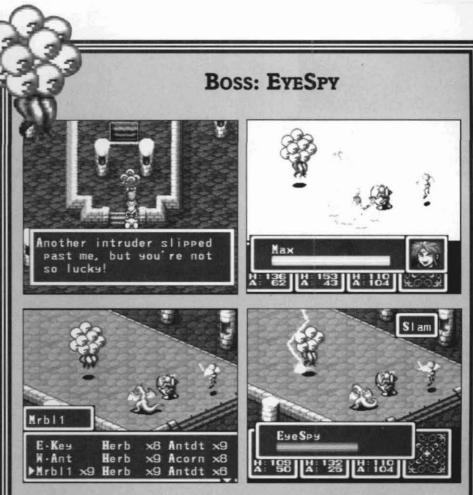




Hug the wall going from stairway 3 to meet EyeSpy.







EyeSpy has eyes everywhere, but they all come together to fight you! Talk about the evil eye! But the hero's ThrDr spell can do

Max
H: 136 H: 132 H: 104 K: 134

wonders. Use Mrb11 to double the effect, taking off 260 HP each attack. Look out for EyeSpy's lightning attack. He starts using it after all his secondary eyes are gone. The lightning attack hits each of your party for 25 HP damage.

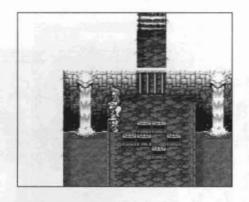
EyeSpy has a short second wind, especially if you're using ThrDr.

- A. EyeSpy
- B. Cure, IcyHT, Antdt, 2 SkullHTs, Karn
- C. Headgear
- D. B.Rang (No, you can't get it yet.)
- E. Dagger

- F. IronSH
- G. Herb
- H. Life I. DreamRG







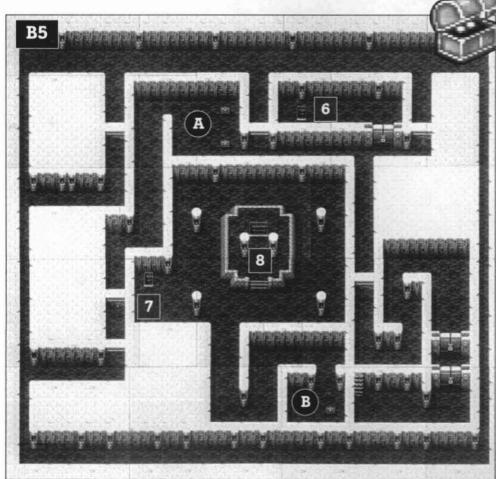




Book from the tomb.

While you're helping yourself to the goodies in the chests, you set off a water trap. Luckily, Karn, the thief, is hiding in one of the chests. He disables the trap, then decides to join you if you'll help him find the Book. To the right are the statistics for the party once Karn joins. Put Karn in front to spot any traps!









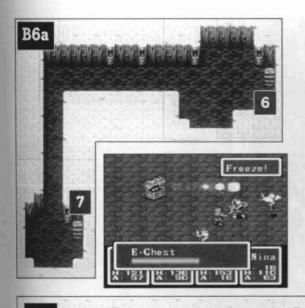


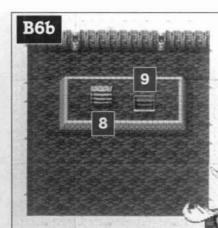
Nina INT	46 81	MAG FATE	
Ween Rapi Armr Wool Etc. Smar	RB	Helm	
W·Ant Icicle Fife WolfHT	Meat Melon	x1 1	1rbl1 x2 Jk <b>K</b> iss

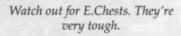
Cure x1

## Krypt & the Book







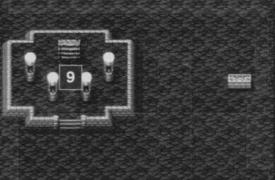






The casket is empty.

Keep opening chests until you find the one with the writing on it.



Since you figured out the trap, you already have great skills.

The Book is kind of a trick, but Karn's happy anyway.



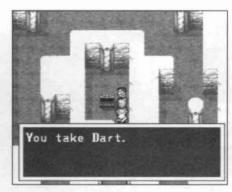
There's a trick to finding the Book. Here it is: It doesn't matter which coffin you look in. It's always the last one. So go around from one to the next until you have looked at all of them. Then you'll find the Book in the final one. Once you find the Book, though, you can go explore the rest of Krypt. Use Karn to disable the traps and get the stuff from all the chests on the upper floors before leaving and returning to Arad to rest.





## KARN

Now that Karn has joined the party, you can return to those places where you previously encountered locked doors. First, warp back to Auria and enter the cave just to the west. See page 32 for the map.

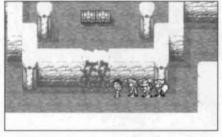




### BACK TO AURIA

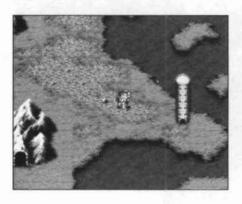






With Karn's help, you get the Dart and the G.Bar, but you can't get through this wall. Not yet, anyway.

Now return to Auria and unlock the safe. The king's daughter won't leave, though. The clue about her mother might shed some light on the subject. And speaking of light, it's time to head for the Tower of Light and Dark!





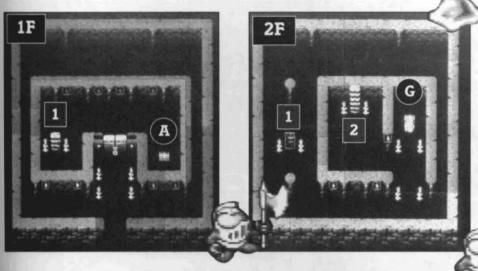


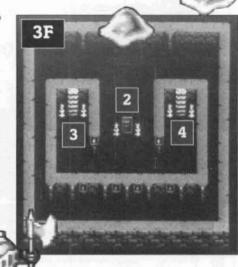


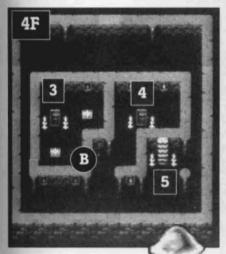
Travel from Bleak to the Tower of Dark and Light. It's gloomy around the tower. Maybe that's why they call the town Bleak. Inside, you'll meet the old man, who challenges you to climb to the top and meet the ghosts. Along the way, you can pick up some extra items.

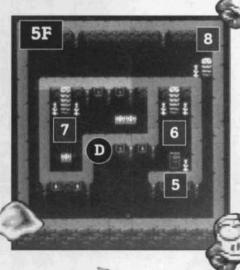


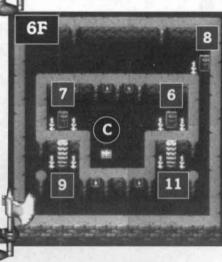
## TOWER OF LIGHT AND DARK

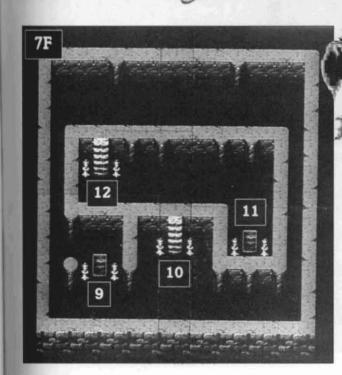


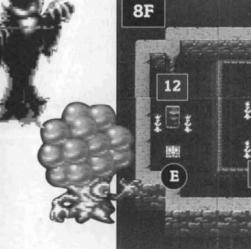












- A. 2000 GP
- B. B.Stn & Life
- C. Life2
- D. Herb, Cure, HornHT
- E. Turban
- F. 2000 GP
- G. Mirror



### Boss: CLOUD







The ghost who protects the DkKey is called Cloud. He's looking for a good fight, and that's what he'll get. Use ThrDr.

Ordinary weapons aren't very effective against Cloud, though you can try AtkUp, one of Nina's spells, to make ordinary attacks more effective. But the real damage will be done by the dragon. If you've got any Mrbl1 left, you can speed up Cloud's demise by using them.

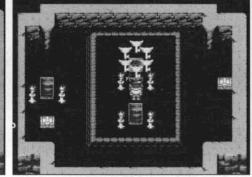
Cloud has some nasty attacks. His lightning spell is bad, but the Devastat is the worst. It takes 45 HP off each party member. Nina will be kept busy repairing damage until the Cloud is defeated. Fortunately, Cloud has no second wind.















When you use the Mirror, Ross sees his wife and she convinces him to change his mind.



Ross's daughter decides to let you pass, but only if you agree to drive off the Dark Dragons.

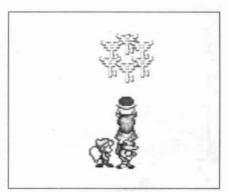


You take MetalSH.

The safe has some good items: MetalSH, Dart, B.Stn, and 5 Herbs.



The way to the Light Tower is through some secret passages. Get an F.Stn along the way.



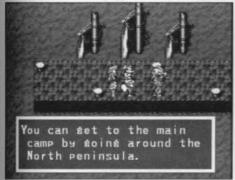
You get the LtKey.

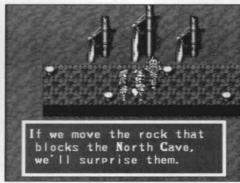






At the ship, you meet the Dark Dragons and fight them. Use ThrDr to take care of them. Although you defeat them, they destroy Ross's ship. Now you need another plan. The captain and Gobi suggest an alternative, and you trade Gobi a G.Bar for some Gunpowder, then head to the north cave after staying at the Inn and saving the game.







# 46

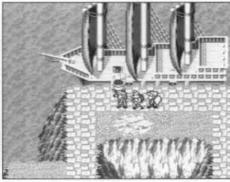
#### Breath of Fire Authorized Game Secrets



Use the GnPwdr to blow up the rocks.



The Dark Dragon camp is well guarded.



Time to board the Dark Dragons' ship.







You'll have to fight your way past several guards to get to the lower decks where you'll find the General again.

## Boss: Squid

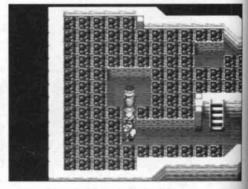


The General shows up yet again and transforms into Squid. As usual, use your ThrDr against Squid. Each attack will do 195 HP damage, and with Mrbl1, it does twice that!

Squid has more than one attack. Sometimes he can attack each party member, and he's especially effective against Nina and Bo. Keep them healed while the hero finishes off the enemy. Squid's second wind is short.



Get the V.Ptn from the cabinet, then go downstairs to get 2 Herbs and 2 Acorns.



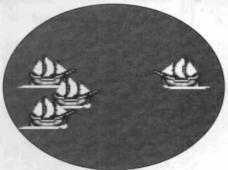
The ship's hold is stuffed with gunpowder.

Looks like a good time for a sea voyage. . .











Having taken over the enemy's ship, the party returns to Auria and finds the captain again. Then they board and set sail. Gobi asks them to take him as far as Prima.

They're waylaid on the high seas by the Dark Dragons' fleet. Gobi suggests they blow up the ship and escape. The GnPwdr is below decks.







But the Dark Dragons won't make it easy. As they make their way down below, the soldiers attack time after time. The Archers are especially tough. Finally, they meet the boss, Octo.











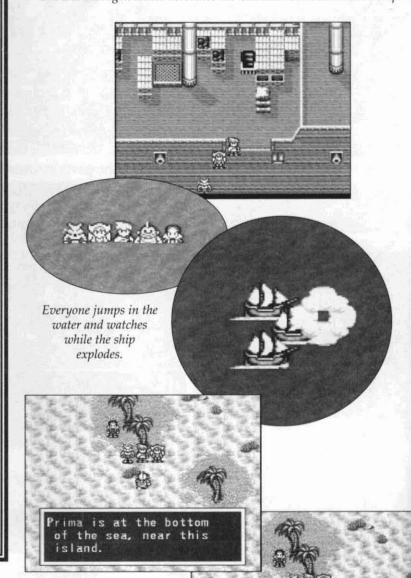
Octo attacks immediately after you fight two Archers, so try to keep your party as healthy as possible. Octo's attacks are very powerful, especially against Nina. To take care of Octo quickly, use ThrDr and Mrbl1 to take 390 HP off each time you attack. Otherwise, keep everybody healthy and outlast him. Octo has a short second wind, and you'll take care of him in one round.







The Dark Dragon leader detonates the GnPwdr. Time to abandon ship!

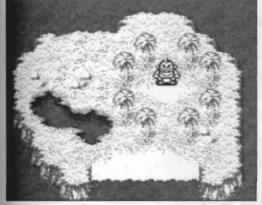


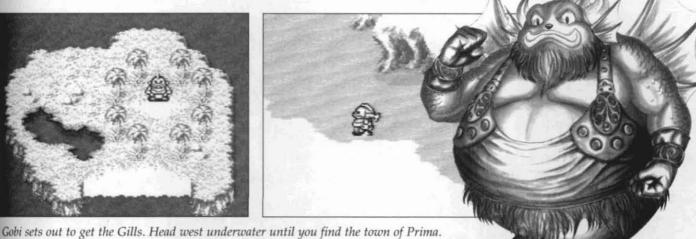
I'll sell it to you for

1000000GP. OK?

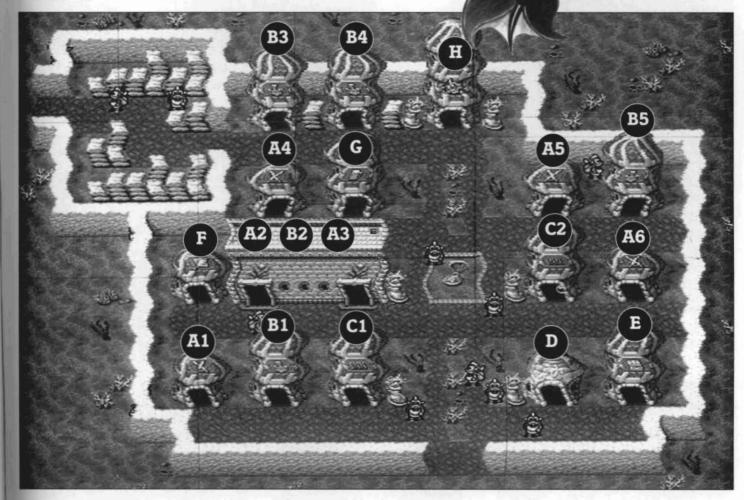
Gobi tells you about Prima, the undersea city. But you'll need the Gills to get there. He offers to sell them to you for 1,000,000 GP. Gobi's a funny guy. Of course you say yes. You don't have a choice, really.

## Chapter Five





PRIMA



- A. Weapon Shops
- B. Item Shops
- C. Inns

- D. Dragon Shrine
- E. Storage
- F. Name Change

- G. Coffee Shop
- H. Guild Building



## SHOPPING IN PRIMA

WEAPON SHOP A1		
Club	3250	
IronHR	4550	
PowerSD	10400	
Glove	3900	
IcySH	5200	
HornHt	6500	
FaceMask	7800	
GoldHT	26000	

WEAPON S	HOPS A2-3
Dart	3000
SteelBW	4000
BroadSD	5000
Sickle	6500
EvilRP	20000
Bandana	400
NiceHT	600
WoolRB	5000

WEAPON	<b>SHOP A4</b>
Pike	2750
Javelin	4400
RustCW	7700
IronCW	11000
DivingHT	4400
LightSH	4400
SuedeRB	6600
SpineCL	8800

WEAPON SHOP A5		
Dart	3300	
PoisonRP	3300	
Tri-DR	4400	
Cane	6600	
Visor	880	
MetalSL	3300	
BronzAR	3960	
IronML	5500	

WEAPON S	
LongBW	2860
SteelBW	4400
PoisonBW	5500
ChainHT	2750
PlateAR	3740
IronMask	4400
RangerVT	5500
G.Tiara	22000

There are several weapon shops in Prima. You'll find that you can't use all the items yet. However, you may want to invest in the EvilRP for Nina and the SteelBW for Bo.

Check out the other items to see what might interest you.

Item Shops in Prima vary both in price and goods. The best deal is on Mrbl1s at Item Shop B2. If you can afford it, stock up on these.

9
81
13
121
135
1215
450
1800

ITEM SHOP B2		
Mrbl3	10	
Herb	10	
Antdt	15	
T.Drop	20	
Acorn	30	
Charm	150	
Mrbl1	1000	
Cure	2000	

ITEM SE	
Herb x 9	117
Antd x 9	175
Life	650
Vitamn	650
Mrbl1	1300
Pouch	1300
Chrm x 9	1755
G.Bar	65000

ITEM SHOP B4		
B.Stn	22	
F.Stn	22	
Acorn	33	
Acrn x 9	297	
C.Stn	44	
Drop x 9	198	
Life	550	
Chrm x 9	1485	

ITEM SHOP B5	
Worm	50
Srdine	50
Worm2	100
Mackrl	100
Sole	250
Trout	500
Rod1	1000
Rod2	2000

70318G



What's this about a Sphere?



Stay at the Inn. Look upstairs for the TideHT.



At the Guild Building, talk to the Guild Owner.

1000G

10G 10G

15G

20G 30G

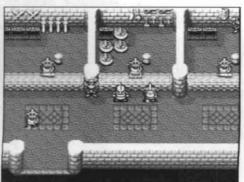
150G

1000G

20006



The Guild Owner tells you to go to Gant.



Check out Item Shop B2. You'll get a good deal on Mrbl1. If you need them, get some Mrbl3, too.

Antdt

Acorn

Charm

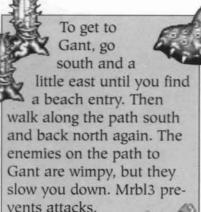
Mrb11

Cure

T-Drop



On the way to Gant, Gobi can use the Mrbl3 to avoid fights.

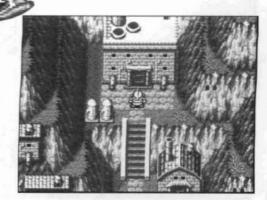




He's not much of a fighter, though he does have some effective spells underwater.



When you make it to Gant, go directly to the main building at the north end of town.







In Gant, you get a package to deliver.



In exchange, you get the Gills.



Upstairs, there's trouble.







With the Gills, you can all travel to Prima. Check out Gobi's salesmanship at the empty Item Shop. He doesn't get very good prices. Too bad.





Morteo looks a lot like Morte and Mortea, but he's stronger. His attacks can be murderous. Use ThrDr and Nina's Zom1 spell (which does 120 HP damage). Morteo has about 700 HP second wind.









After you defeat Morteo, you meet Ox, one of the metalsmiths of Gant. He tells you a disturbing tale, and you realize it's time to head for Gant.



### LOOSE ENDS

Now that you have both Karn and Ox in your party, you can get some items that previously eluded you. First Warp to Winlan and check out the locked room in the basement. You get a Turban, FlameRP, BrokenSD, Life,







Return to Romero and then enter the Agua tower to get some items, including 3000 GP, SilverBR, and 2 Life. If you go all the way to the top, you can get the FlameSH. Next, return to Krypt and get the B.Rang. Ox is strong enough to break it free of the rock. You

can't use the B.Rang yet, but it won't be long now.





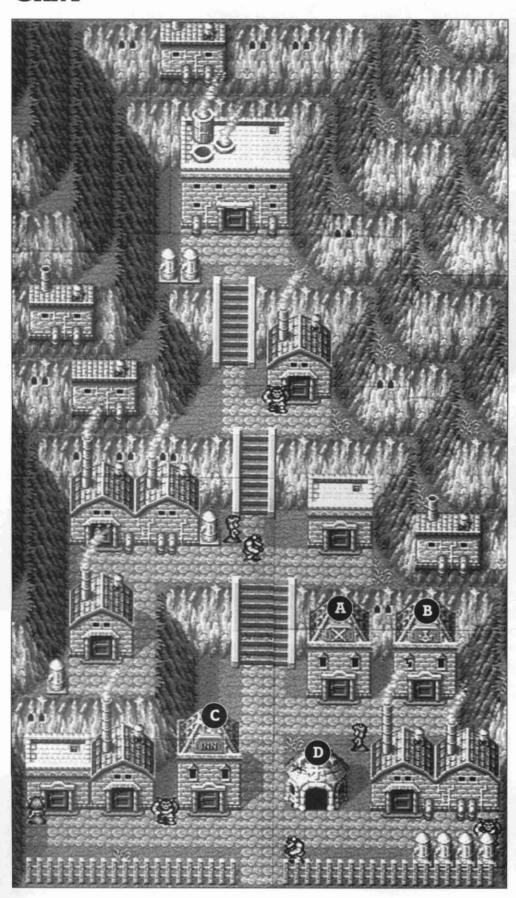
In the cave leading from Auria to Bleak (pg. 32) you can now get at several chests.

Next stop, Gant.





## **G**ANT









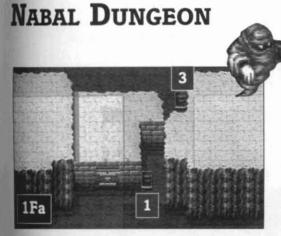
Find the HrGlas in a cabinet in the Inn, then talk to the village elder. To get to the dungeon, go back to the water and walk northwest, past Prima to a beach.



- A. Weapon Shop
- B. Item Shop
- C. Inn (HrGlas in cabinet)
- D. Dragon Shrine

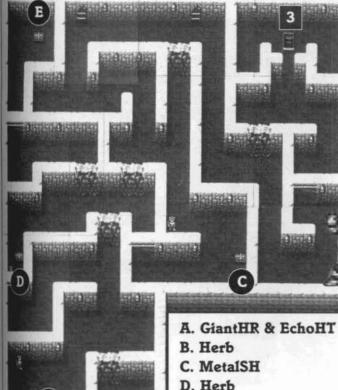






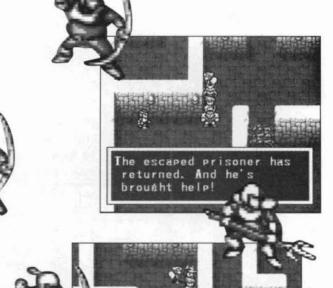


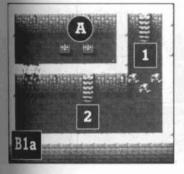


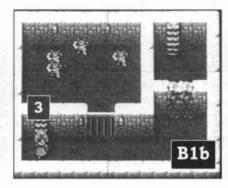




- E. Life





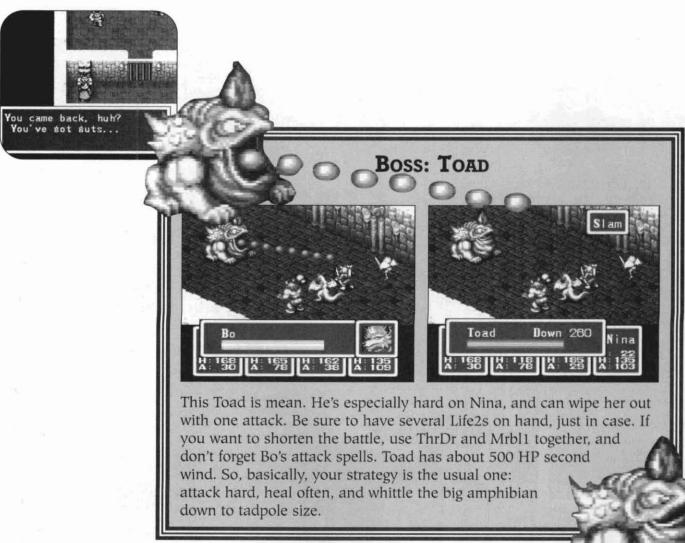


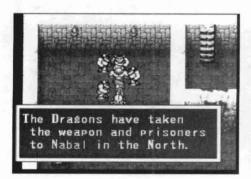
Use Ox in the lead to break through walls and rocks that block the way. The dungeon is full of soldiers, and you'll fight a series of Archers and LancerXs. Pick up items from the chests, and eventually, you'll come to the enemy leader. He turns into Toad, the next Boss.

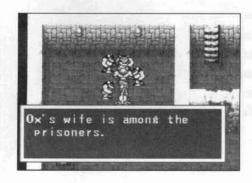
You take MetalSH.

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#### Breath of Fire Ruthorized Game Secrets





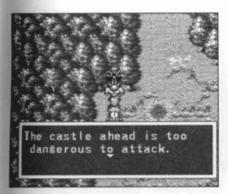






After you beat Toad, you find out that you're too late to save the prisoners. Most of them have been taken to Nabal. Nabal's to the north, but there are clues that lead you to an old man near Gant because the security at Nabal is too tough to break through.





If you decide to go north, a mysterious man issues a warning.



ATI ACI Max IN	76 !	1AG 61
Armr Ti		nid Metal <b>SH</b> elm <b>H</b> orn <b>HT</b> tc.
F·Stn Life2	Life	Herb x9 Book

So Warp back to Gant and go to the northernmost building and get the B.Rang fixed. You'll find it's a very powerful weapon; much better than the Rang.

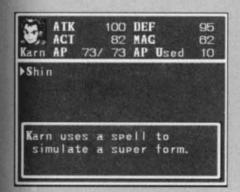
## KARN'S FIRST LESSON

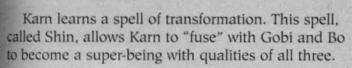


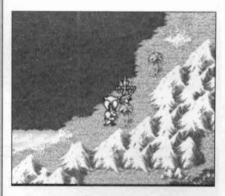


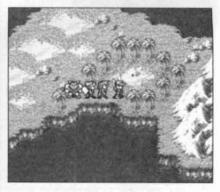
L 22 135

After getting the B.Rang fixed, walk into the next room and push aside the cabinet to reveal a secret passage. Now have Ox smash the stones, then switch to Karn and have him talk to the man there.









After Karn's lesson, save the game, then head north to the beach, then east until you find the small hut among the palms. Talk to the man you find there.



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#### Breath of Fire Ruthorized Game Secrets

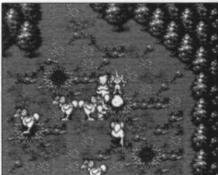






The old man expresses an interest in the B.Rang. He's also interested in your problem and suggests a strategy that might just work.





You go to the GrimFowl forest (north of the dungeon) and take the egg.

## Boss: GRIMFOWL



Burn out

Max

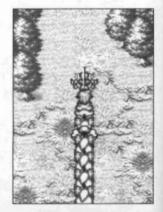
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When you go to steal the GrimFowl's egg, mother hen gets pretty mad. So, you have no choice. It's fight or give up. Use ThrDr and Mrbl1 if you have them. Also, make sure Karn is in his Shin form. If Ox is



wearing the EchoHT, spells cast at him will also hit the caster. Use Nina's Fort spell to protect any weak characters.

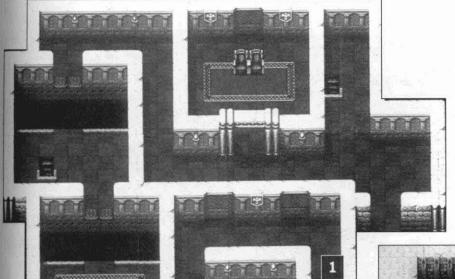
GrimFowl is pretty tough, and her second wind is around 600 HP. Without Mrbl1s, it's a dangerous battle.

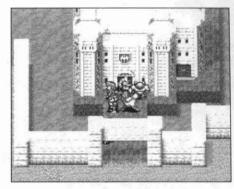




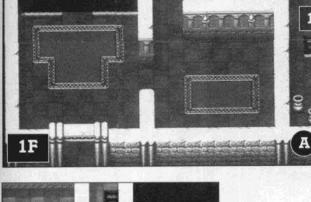
Lead the angry GrimFowl north, toward Nabal, then you'll toss the egg inside the fortress. You must move slowly, or the GrimFowl won't be able to follow you.

## NABAL





The GrimFowls keep the guards busy while you slip into the fortress.

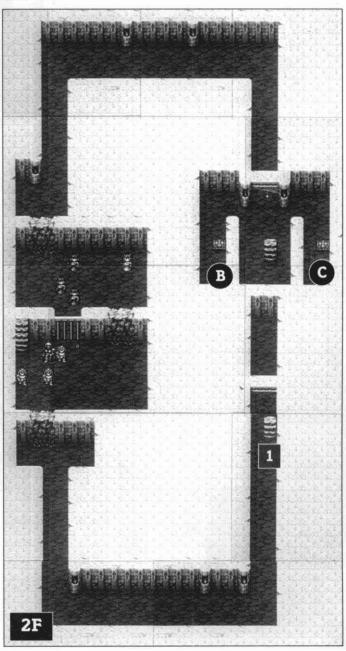




Push on the jars, then search under them to find Life2 and SkullRG. Equip the hero with the SkullRG.



- A. Push for Life2 and SkullRG
- B. MagicRG
- C. Cure



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### Breath of Fire Ruthorized Game Secrets



### Boss: SLIMEX





Well, inside Nabal, who do you think you meet? The General again! This time he sends one of his helpers, a pretty slimy guy, after you. These three jelly creatures don't seem very threatening, but looks can be deceiving. They can pack a lot of punch in their attacks. Two attacks on Nina can wipe her out, and they take mega HP from Karn when they attack.

In the first round, cast ThrDr. Be sure Karn is already in his Shin form. Then have Nina cast Fort on Karn. After that, Nina will be busy healing whoever gets damaged.

Attack one of the SlimeXs at a time. The sooner you reduce

their numbers, the better. However, when they have all been beaten to a pool of jello, they reassemble in to a massive slime. It's a little like starting over with a new boss. Fortunately, this one attacks one character at a time.

To get rid of SlimeX quickly, use Mrbl1 with both the hero and Karn. If you don't have many Mrbl1s, you might consider visiting Prima before attacking this boss. He can be beaten without Mrbl1s, however. They just make the slimeball go faster.









Ox's wife knows about the General's plans. It looks as if Prima is the next target of the Dark Dragons.





Gobi suggests seeing the Guild Owner. He has a suggestion.



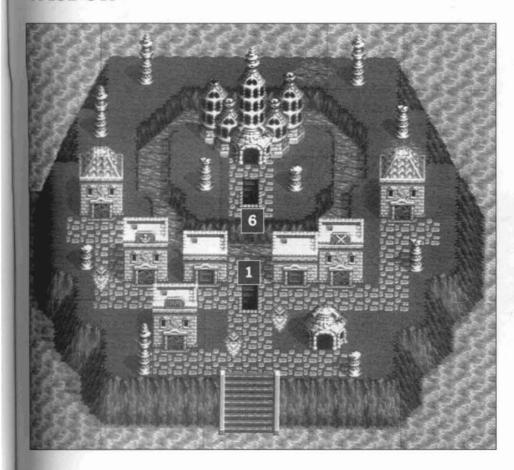


Upstairs, you learn more about the Sorceress, and under the bed you find a Statue that will help you get to see her. Next, warp to Arad and find the moving city — Wisdon.

### **INVENTORY MANAGEMENT 101**

Before you head for Wisdon, now might be a good time to sell any excess baggage and stock up on certain items. You want to be sure you have some Mrbl3, Mrbl1, Acorns, and Cures. Herbs are no longer much use, and Cures are much more effective. To make room in your inventory, consider visiting the storage place and leaving off the Rang, the Key, and the Fife. You won't need them now. Finally, if you haven't already done so, consider organizing your inventory items with all the permanent items at the bottom and the usable items at the top.

## WISDON

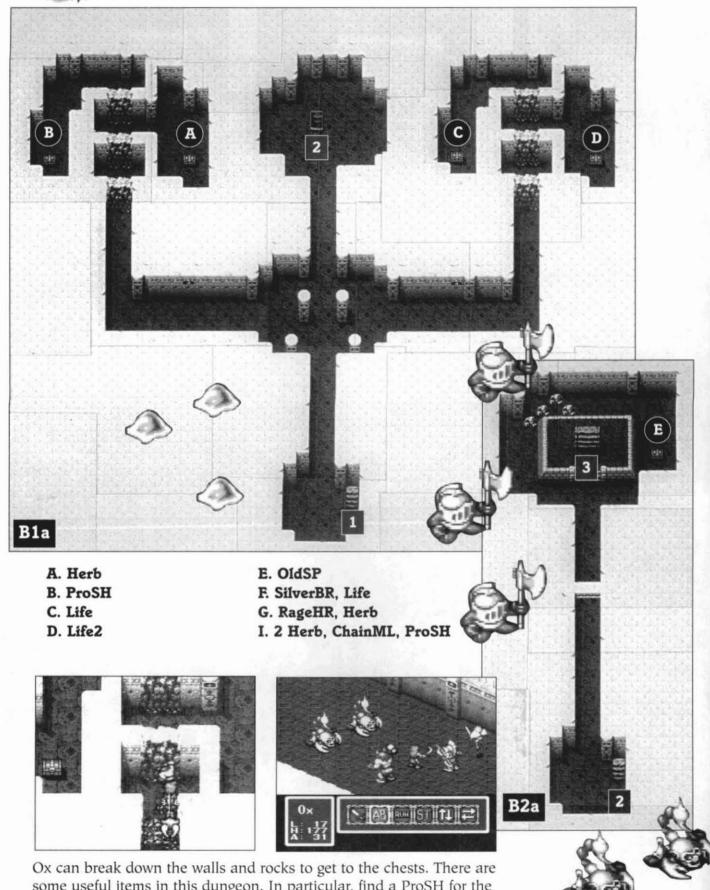




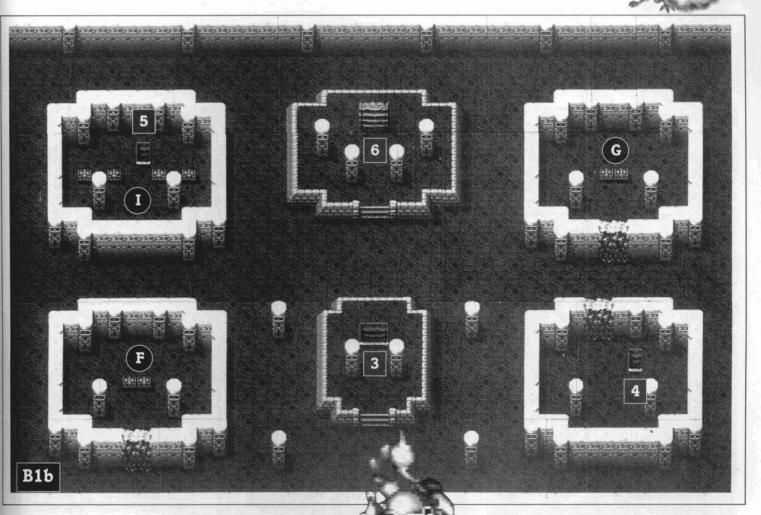
Wisdon is abandoned except for the ghosts who guard the Sorceress. The only functional building is the Dragon Shrine where you can save your game.

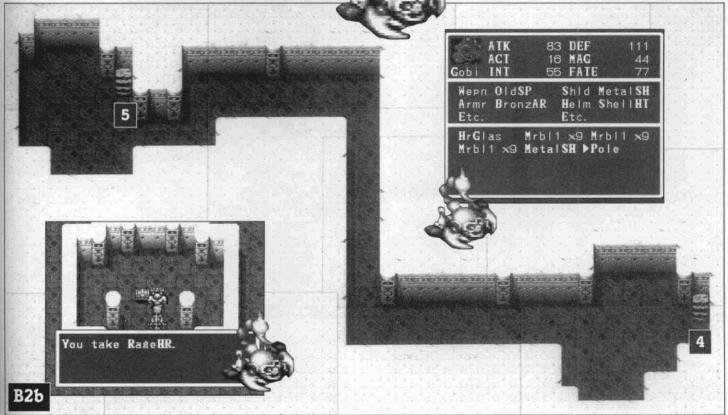
## 62

## Breath of Fire Ruthorized Game Secrets

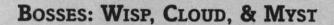


Ox can break down the walls and rocks to get to the chests. There are some useful items in this dungeon. In particular, find a ProSH for the hero and one for Karn, OldSP for Gobi, and RageHR for Ox. Enemies include M.Scorps, R.Slimes, and Choppers.

















The Sorceress is guarded by three ghosts, Wisp, Cloud, and Myst. You'll have to fight them, one after the other, to gain their respect and prove you're worthy of the Sorceress' time. Wisp is pretty easy, so you should be able to beat him without any special strategies. Cloud is a bit harder, and you will want to use ThrDr against him. If you want to make the job quicker, use Mrbl1 as well. Myst is the most difficult of the three ghosts, and you'll definitely want to use ThrDr and Mrbl1 to make short work of him. Many of his spells will affect all four of your party members, making it more difficult to keep them healthy.

None of the ghosts have second winds, but they attack one after the other, so you don't have any time to rest or heal.



Before you meet the ghosts, heal at the fountain, then go upstairs.



The ghosts challenge you to prove your abilities.



The EchoHT reflects back Myst's spell.

#### INTERVIEW WITH A SORCERESS









Bleu gives you the OldEgg and tells you to drop it in warm place, like a volcano. Then she goes back to sleep.







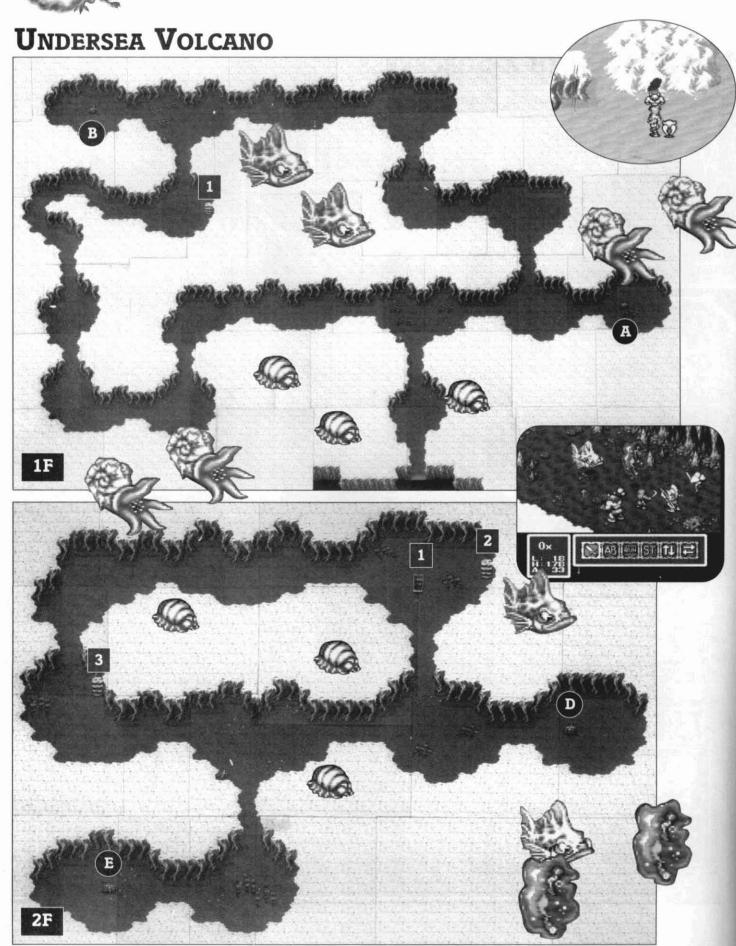
#### SHOPPING IN GANT

Before heading out to find the volcano, Warp back to Gant and do some shopping. Trade in or sell all your excess equipment and buy whatever looks good for your party members. In particular, equip Ox with the SpineHR, and equip Gobi with the HeroSP and the MetalSL. Some characters may benefit from the protection of the IronHT. Once everyone is equipped and ready, rest at the Inn, save the game, and head out for the beach - no. not for a day of sunbathing, but to find the undersea entrance to the volcano.



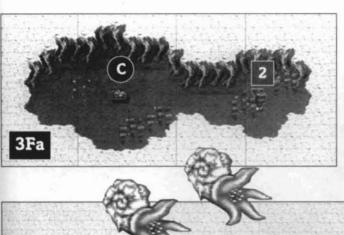


Breath of Fire Authorized Game Secrets



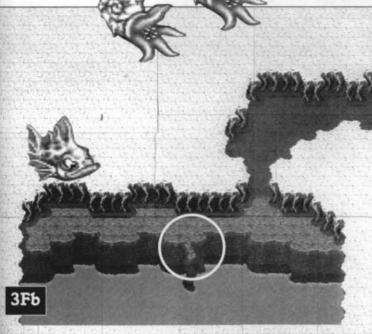
#### Undersea Volcano





Wepn PowerDR Shid ProSH Armr HuntCL Helm IronHT Etc. DreamRG Etc. SilverBR  E·Key ▶Dart Antdt x9 OldEss Herb x5 Acorn x8 Mrbi1 x1 Herb x9 Antdt x8 Mrbi1 x9 Herb x9 Cure x9	C ACT 8	4 DEF 131 8 MAG 68 3 FATE 79
OldEss Herb x5 Acorn x8 Mrbl1 x1 Herb x9 Antdt x8	Armr HuntCL	Helm IronHT
Mrbl1 x1 Herb x9 Antdt x8	E·Key ▶Dart	Antdt x9
	Mrb11 x1 Herb	x9 Antdt x8

Give the PowerDR to Karn to replace the Dart.

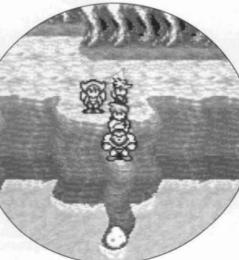


- A. SharpBW
- B. 3000 GP
- C. M.Drop

- D. 2000 GP
- E. PowerDR
- F. Herb









#### Breath of Fire Ruthorized Game Secrets





The Dark Dragons are gathering under water near Prima.



Time to take care of the Dark Dragon leader — again.





#### Boss: PINCHER



Pincher is a tough boss, mainly because his lightning bolts are extra powerful and hit all four of your party at once. Remember, if you get in trouble, use Meat or M.Drop to heal everybody. Also, you can switch an injured character out of the action and bring in another.



For fastest results, use ThrDr and Mrbl1 plus Bleu's Boom spell and Gobi's EcoX. Keep hitting Pincher with everything you've got and he'll go down. His second wind is moderate. He should be crabcakes within two rounds.









## Zog's Headquarters



Back in Scande, Zog has words with Jade. The buck is passed on to four of Jade's top lieutenants: Cerl, Goda, Cort, and Mote. Their mission is to destroy the Light Dragons and bring the goddess keys to Jade.





# Chapter Six









After the forces of the Dark Dragons are turned back from Prima, Gobi receives his license and the Sphere, which lets him change into a Big Fish. He also gets the MystSF, which Bleu can wear as an extra item.

Before you leave Prima, buy a Worm2 from one of the shops.

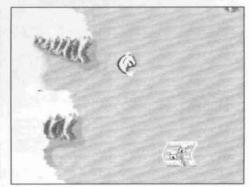




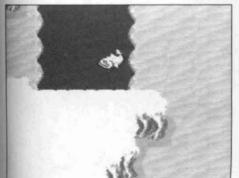
If you didn't store any "permanent" items previously, here's what you'll be carrying.



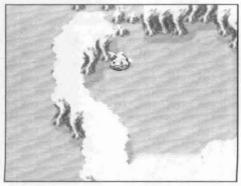
With Gobi in the lead, press A to raise the Sphere and turn him into a Big Fish.



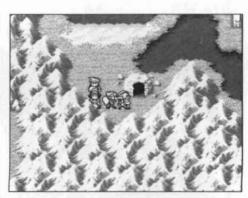
Now swim north . . .



... turn west at the blue water ...



... then go south into the ring of rock.



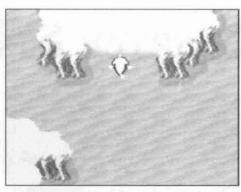
Up on the beach, you'll find a small hut.



#### Breath of Fire Ruthorized Game Secrets



The hut is full of small frogs. Talk to them.

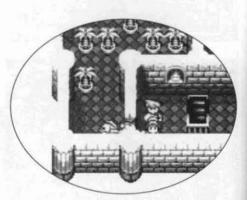


Back in the water, head in a general northwest direction until you find a beach on a small island.

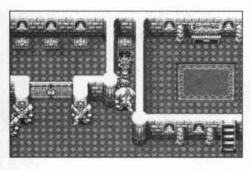




You can't understand most of the people in Tunlan. There's one fellow traveler from Gust who shares your problem and offers a suggestion.



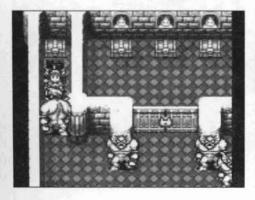
At the uppermost doorway in Tunlan, do some exploring. Look for this secret passage.



Downstairs, there's a safe of some sort, and a couple of chests outside the safe. If you try to open those chests, you're in for a surprise. If you try for the one on the right, you'll drop into a room full of boxes which you can push out of the way.

However, you want to try for the left-hand chest. You'll drop into a room with some other people. Find the Rod5 under one of the boxes,

then find the passage out under another. Now that you have Rod5 and some bait (Worm2), you are ready for a little side trip to do some deep-well fishing.



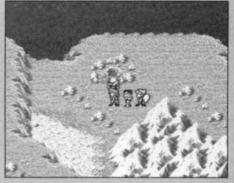




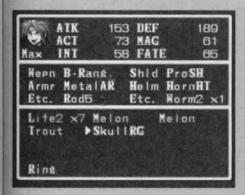
#### SWORD FISHING







Time for a short digression from the story. Warp to Romero, then walk west around the mountains until you find a well out in the middle of nowhere. Equip the hero with Rod5 and Worm2, then cast your lines. You should drag up a DragonSD. Although the DragonSD is powerful, the B.Rang is generally more useful because it hits multiple enemies.















Ox can sometimes punch fruit out of a tree. The Apples are good for healing your characters, if you don't happen to have any Cures left.

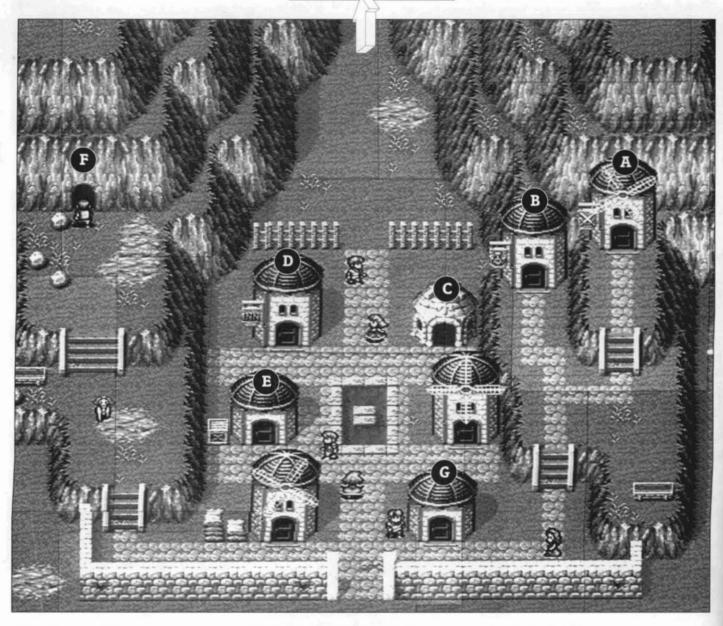


The next place to visit is the town of Gust, located north of Tunlan. To get there, Warp back to Tunlan, then use Gobi to swim due north until you reach some pink coral. Find the beach just past the coral and walk west along the shore. Pass a large orchard, then walk north to Gust.

#### Breath of Fire Authorized Game Secrets

GUST

To dungeon and bridge



- A. Weapon Shop
- B. Item Shop
- C. Dragon Shrine

- D. Inn (Sash in cabinet)
- E. Flute Maker (Karn spell)
- F. G.Fly cave

G. Nicholie's hut



Some of the people seem a bit strange in Gust.



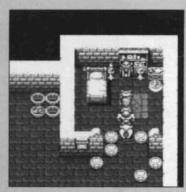


This clue about the bridge and Nicholie will turn out to be important.

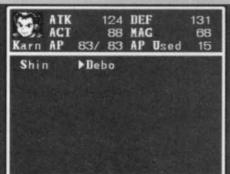


#### KARN'S SECOND LESSON









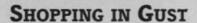
In the house of the crazy flutemaker, push aside a box to reveal a trap door. Drop down into the room below and push barrels out of the way. Have Karn talk to the man there to learn another spell of simulation. This one is called Debo.





Find the Sash at the back of the Inn and equip Nina with it. Give the DreamRG to Karn.





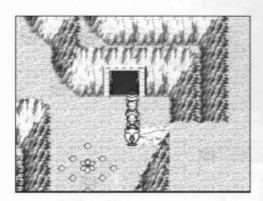




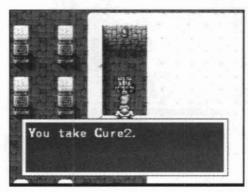


There are a lot of really good items for sale in Gust. Unfortunately, they're pretty expensive. You'll probably want to buy TriDr for Karn, MoonBW for Bo, and WorldML for the hero, Bo, and Ox. You might also like to get the FlameSH and the GaiaMsk (which Ox likes). Sell any excess from your inventory. If you're still short, try warping to Bleak and fighting

G.Slimes to build up your gold, then Warp back to Gust to complete your shopping.

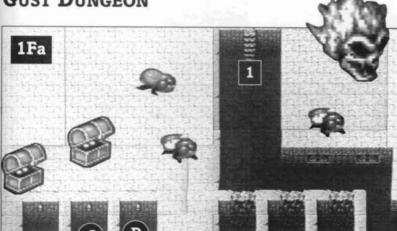


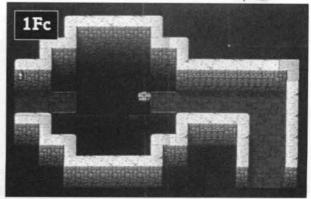


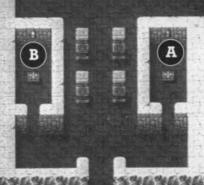


Walk to the north end of Gust and keep going. You'll pass a strange flower in the ground. Go around the flower and use Karn to open the door and enter another dungeon. You'll find several chests, but they're all guarded by powerful monsters with limited vocabularies.

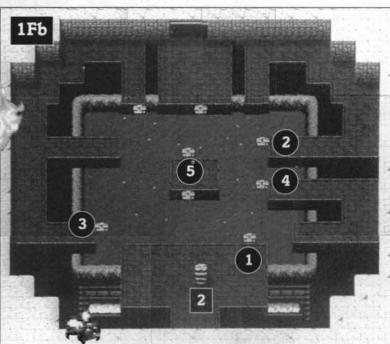


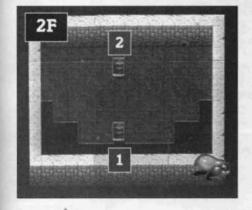
















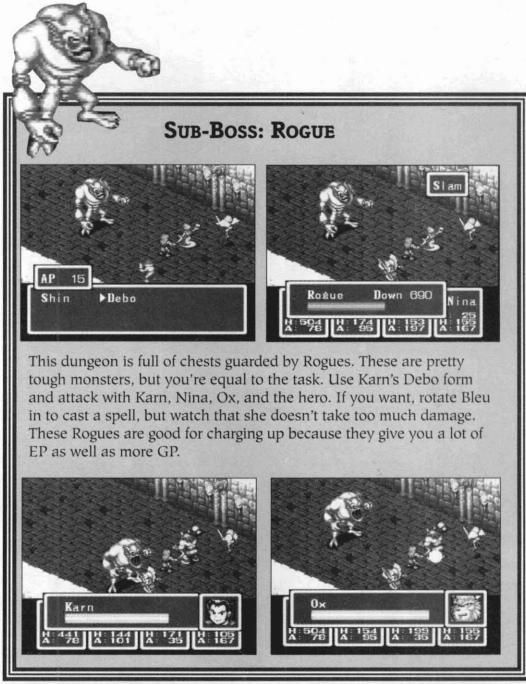




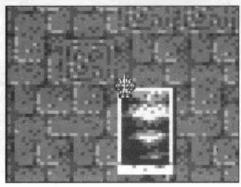


D. Rod4

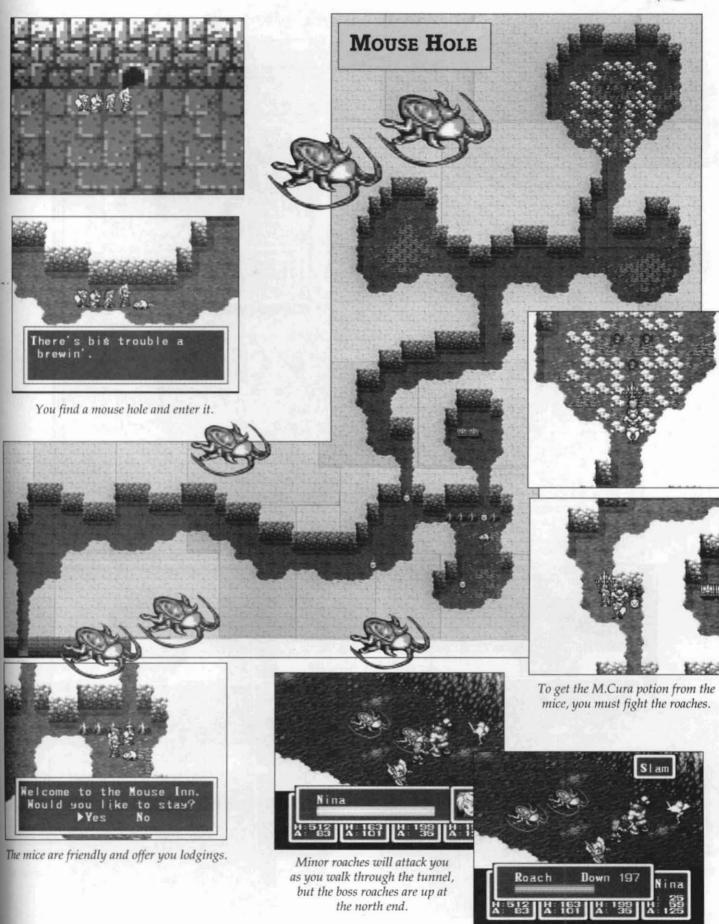




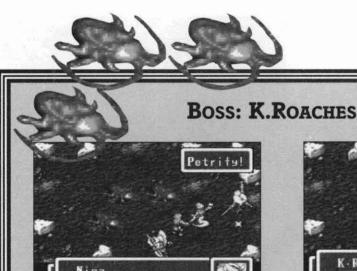




When you reach Cort, he douses you with some strange formula that makes you small.







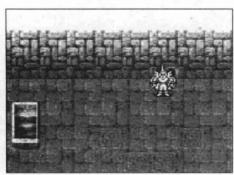


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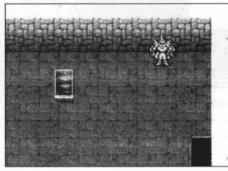
K.Roaches are tough when you're only three inches tall! Anyway, use all your powers, including ThrDr. Use Fort on Nina. She's very vulnerable. Ox is very effective, as are Karn (in fused form) and ThrDr. Use Mrbl1s with Ox, Karn, and the hero, if you've got plenty.. K.Roaches have a very short life, but a long second wind. Keep at 'em, and concentrate on one at a time.



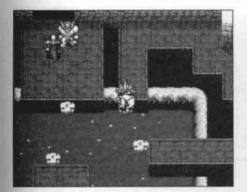


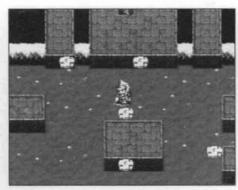
The mice give you the M.Cura potion, and you go back outside the hole and use it to regain your normal size. Now you can continue to explore the dungeon, using the stairs to go to the next floor and find Cort.





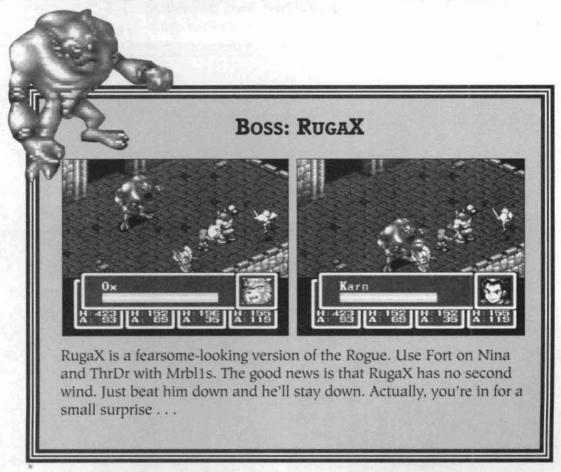






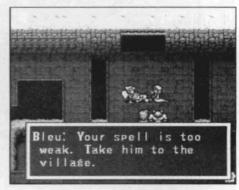


You'll ride a series of platforms to find your way to Cort, who waits with one of his pet monsters.









It turns out that RugaX is actually Nicholie, the bridge builder you have heard about. Cort's flower seems to have a bad effect on people. So you know what you have to do. The flower must be destroyed! Nina can't cure Nicholie, so he's taken back to Gust.

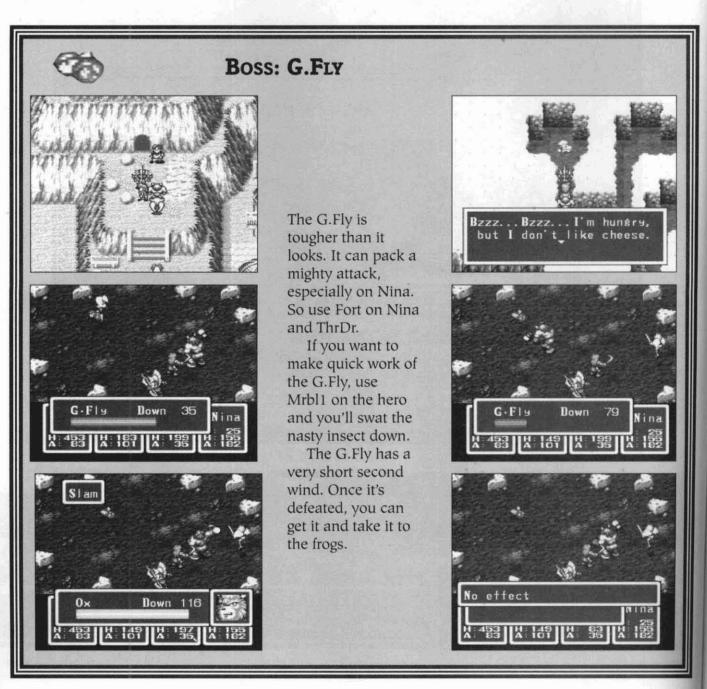
#### Breath of Fire Ruthorized Game Secrets







In order to heal Nicholie, Bleu will need the Oil. Remember the frogs you found before in a small cave? That's where you can get the Oil. But when you get to the Frog Cave, they are hungry for a G.Fly.











With the G.Fly in hand (yuck!), Warp back to Tunlan and then swim north and east to the beach where the Frog Cave is. Trade the G.Fly for the Oil, then Warp back to Gust. Inside, Bleu attempts to heal Nicholie while you take the rest of the party to attack Cort's evil flower.









Cort's evil flower has a very long lifeline. Use ThrDr with Mrbl1, and use Fort on Nina. Karn (in his Shin form) is very effective, too, so you might want to use Mrbl1s with him as well.

FlowerX can spit poison, or clap its hand-like flower branches on an enemy, which causes a lot of damage. But with Nina healing everyone, you'll be able to outlast FlowerX and destroy it.

FlowerX has a very short second wind.





#### Breath of Fire Authorized Game Secrets



The flower is destroyed, so you return to Bleu.





There's more trouble. Nicholie has turned into a monster again.





Defeat RugaX again. He's tough, but you've already been through this. As before, he has no second wind.

Finally, Bleu is able to bring Nicholie back to normal. He offers to fix the bridge.



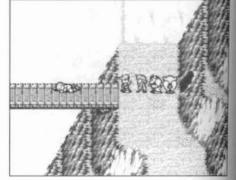


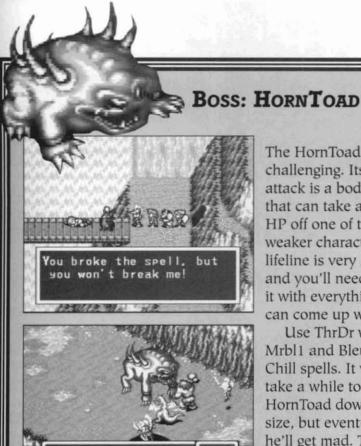
Before you leave Gust, check out the flute maker again. He'll give you his latest flute, called Maestro.





There's a box that will move, but not even Ox is strong enough. Now head north out of Gust, toward the bridge.









The HornToad is challenging. Its main attack is a body slam that can take a lot of HP off one of the weaker characters. Its lifeline is very long, and you'll need to hit it with everything you can come up with.

Use ThrDr with Mrbl1 and Bleu's Chill spells. It will take a while to bring HornToad down to size, but eventually he'll get mad. Then you've still got a long way to go, because this boss has a big second wind (more than 1400 HP!).

Worse yet, he'll start creating his own private earthquake, which can wipe out characters like Nina and Bleu in one blow. The earthquake move hits the whole party, too. You'll be doing a lot of healing, but eventually, even this toad goes the way of all good bosses.





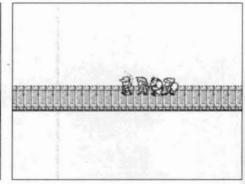




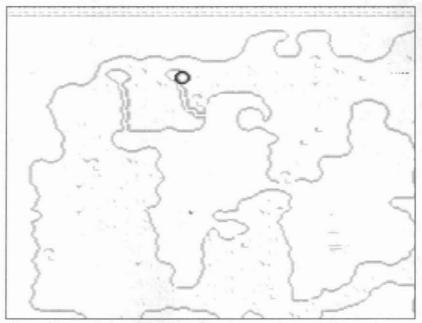
#### Breath of Fire Ruthorized Game Secrets







Finally, the bridge is fixed and you can cross it. Check your Map to see where you are and where you've been. A quick trip back to Gust to stay at the Inn and save is a good idea before setting out across the bridge.

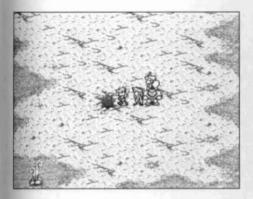


Press Start to view the Map, A to zoom out, and B to exit.

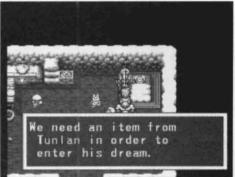




# Chapter Seven



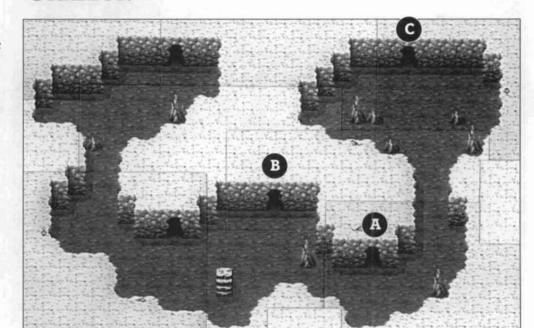




#### GRAMOR

After crossing the bridge from Gust, you'll discover a strange creature peering out of a hole. Follow him and drop down the crack in the earth. You'll land in Gramor, the village of the Mole People

You'll find out that one of the Mole People, Mogu, is trapped in a dream world. This is the Dark Dragons' work, and you are asked to help Mogu.



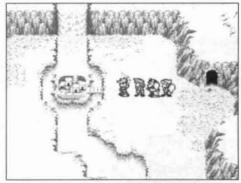
A. Dragon Shrine

B. Mogu

C. Master Digger

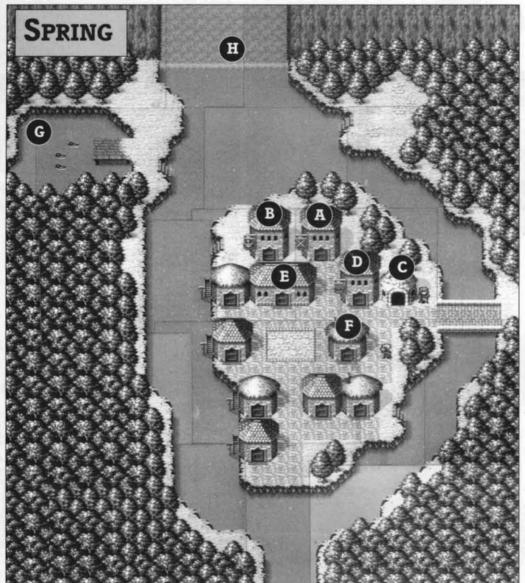






The Mole People give you the Cowl so you can understand the people of Tunlan. With the Flute, you are now ready to go to Tunlan. But first walk south from the Mole Hole and pass through the cave there. It's a good idea to consider using Mrbl3 in this cave because you'll come up against some nasty D.Fleas and M.Fleas. They use the Shock spell that can wipe out any character in one blow! Get through this cave and you'll find your way to the town of Spring.

#### Breath of Fire Ruthorized Game Secrets



- Spyre controls the sky.
- It's in the lake to the Southeast.
- The entrance to Spare is buried. Only the Mole People can uncover it.

While you're in Spring, you'll get some hints about Spyre. Remember what the people say. You'll be back here soon enough.

- A. Weapon Shop
- B. Item Shop & Storage
- C. Dragon Shrine
- D. Inn (Clog in cabinet)
- E. Herb (in cabinet)
- F. Climber's Hut
- G. Duck Pond
- H. Waterfall







There are some useful items in Spring. You won't stay here long, but you may want to pick up the PowerDR for Karn, the SpineCL for Gobi, and the QuarzAR for Karn, Nina, Bleu, and the hero. Search the Inn to find the Clog for Bleu. Next, leave town and Warp to Tunlan.















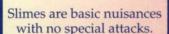


## MORSTER STATISTICS

On these pages you'll find statistics for the monsters in Breath of Fire. This information is also available on the poster that came with the game. However, we've included it for your convenience. We've listed HP (Hit Points), AT (Attack Power), EX (Experience Points you gain), and G (Gold).

#### SLIME

HP AT EX G



#### FLEA

HP 15 5 AT EX 3

Fleas are a little worse than slimes, but not much.

#### GLOOM

HP 12 AT 18 5 EX G 12

> Glooms may cast nasty T-Bolt spells.

#### BEAK

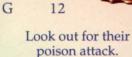
HP 14 AT 18 EX 8

G

Beaks are quick, and often get the first hit.

#### P. Bug

HP AT .5 EX 5



#### BULLA

HP 20 AT 8 EX 3 G

> Average enemy, easy to beat.

#### CREEP

HP 25 AT 8 EX

G

Nothing special about this one.

#### BLURB

HP 50 AT 46 EX 40 G 20

> Easy to beat, give good experience and gold.

#### STOOL

HP 25 AT 20 EX 40 20

> Often team up with other enemies.

## WARHOG

HP 50 AT 60 EX 160 G 80

Sometimes leave Meat.

#### ZOMBIE

HP AT 42 EX 70 36

They can turn you old. Use T.Drop or Heal spell.

### ZARD

HP AT EX 60 45

G

Average enemy, sometimes leaves C.Stn.

### S.RIDER

HP 45 AT 60 EX 120 G 90

> Tough, early on. May leave C.Stn.

#### MIDGET

55 AT 88 EX 80 G

Tougher and meaner than they look!

### G.KNIGHT

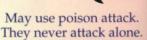
50 75 AT EX 100 200

> Fast. Usually get the first attack

#### SPIDER

40 40 EX 20

40

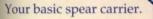






#### LANCER

HP 100 AT 58 **T** EX 120 G 100



#### **BOWMAN**

HP 180 AT 64 EX 140

Basic bow and arrow man.

#### TRONK

HP 40 AT 26 EX 140 G 72

Can use curses and silence spells.

#### **SHADOW**

HP 100 AT 30 EX 120 G 60

Very dangerous monster with various spells.

#### MAGE

HP 85 AT 40 EX 140 G 70

Easy to beat, but don't let them start casting Blast spells.

### FLY

HP 45 AT 92

EX 40 G 20

> Just a nuisance. Use the Rang.

#### SCORP

HP 70 AT 70 EX 120

G 60

Tough enemy of the desert. Often found with SandClods.

#### CACTUS

HP 54 AT 90 EX 130 G 50

> Basic desert enemy. Attacks in groups.

#### PRICKLE

HP 90 AT 65 EX 40 G 20

Another type of cactus. Also attacks in groups.

#### SANDCLOD

HP 100 AT 90 EX 340 G 120

Easy desert enemy;

leaves good Exp and G.

#### CREON

HP 100 AT 80 EX 220 G 120

> Found on land, shoots fireballs. Relatively tough.

#### E.CHEST

HP 45 AT 65 EX 860 G 360

> Very tough defense, dangerous spells, great Exp and gold!

#### SORCERER

HP 200 AT 40

EX 600 G 200

> Tougher version of the Mage. Look out for BurnOut spell.

#### CHOPPER

HP 100 AT 130 EX 480 G 300

Like the Midget, but worse.

#### **FUNGUS**

HP 80 AT 62 EX 240 G 120

Found around the Fairy Ring. May cast Devistat or Paralyze.

#### D.RIDER

HP 44 AT 65 EX 50 G 30

Meaner version of the S.Rider. Often found with Buzzers.

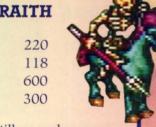
#### D.KNIGH

HP 180 AT 148 EX 780 G 300

Fast like G.Knight. Uses Redirect. Often found with Warlocks.

### WRAITH

HP 220 AT 118 EX 600 G



Still more dangerous version of S.Rider.

#### **PHOENIX**

AT 128 EX 720 G 360

dangerous. Its Slams do a lot of damage.

#### BULLY

HP 45 AT 100 EX 120

60

Bulla's big brother?

#### GHOUL

HP 280 AT 130

EX 700 300

> Like the Zombie. but worse.

HP 240

Flaming bird. Fairly

#### **CHIMERA**

HP 180 AT 78 EX 560 G 180

> Very tough bird, attacks in groups.

#### **AMEBLOB**

HP 75 AT 48 EX 60

G 45

Nasty spell-casting blob.

#### **SPEARMAN**

HP 150 AT 84 EX 500 G 340

Tough spear user.

#### ARCHER

HP 180 AT 92 EX 560 G 180

Another bow user.

#### **FISHY**

HP 65 AT 60

EX 360 G 300

> Basic ocean-dwelling enemy.

#### **DOGFISH**

HP 140 AT 55 EX 560 G 150



Tougher than Fishy. May leave Urchin.

#### TENTACLE

60 HP AT 60 EX



Another ocean-dweller. May use Paralyze attack

#### **CRAWLERX**

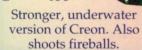
HP 80 AT 80

EX 250 150 G

> Like the P.Bug, but under water.

#### CREONX

HP 120 100 AT EX 600 G 400



#### CACTUSX

HP 70 AT 60 EX 360 G 270

> Underwater cactus? Sometimes attacks with CreonX

#### **NAUTULIS**

HP 200 AT 128 EX 700 G 300

Tougher than Tentacle.





#### **DOGFISHX**

HP 300 AT 120 EX 560 180 G

Often found on land with D.Fleas.

#### CRAB

HP 300 AT 180 EX 1020

G 360

Tough enemies, ordinary attack. You can often run. May leave Meat.

#### **AMEBLOBX**

HP 400 AT 75 EX 640

G

Nasty version of Ameblob found on land or under water.

240

#### **PINCHERX**

HP 1700 AT 155 1800 EX

G 600

> Tougher than Crab. May use Paralyze.

#### CLAW

HP 2500 AT 168 EX 1200

G 400

> Even tougher than Crab or PincherX.

#### D.FLEA

HP 200 AT 100 EX 280

G 90

> Highly dangerous! Uses the Shock spell and/or Silence.

#### R.SLIME

HP 66 AT 84 EX 240 150 G

A different kind of slime. Generally found in groups.

Tough scorpion with metal exoskeleton. Fast, uses body slam attack.

#### WARLOCK

HP 250 AT 80 EX 1020 G 360

Tough spell-caster. Don't leave him to last. Uses T-Bolt and Silence.

#### ZOOM

HP 300 AT 80 EX 800



Insidious floating heads. Look out for killer spells.

#### ROACH

HP 180 AT 78 EX 460 G 200

> Your basic garden variety roach.

#### BLAZE

HP 400 AT 100 EX 860 G 360

Hot spells like BurnOut! Use cold to counter.

#### GOLEM

HP 3000 AT 160 EX 1290 G 540



Lots of HP on this character. Hit hard.

#### WRAITHX

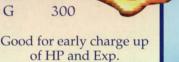
HP 320 AT 95 EX 480 G 240

Looks familiar, but more dangerous. Uses SlowDown and AgileUp.

#### G.SLIME

HP 120 AT 120

EX 800 300 G





#### BUZZER (

HP 100 AT 100 EX 130 G 50

> More of a nuisance than a threat!

HP 700 140

EX G 600

Various spells, moderate

#### FLOWER

AT 1800

attack. Casts Silence.

## WARHOGX

HP 280 AT 140 EX 1360 G 480

These unpleasant fellows can wipe out your party with BurnOut spells..

## **M**IMIC

**W**IDOW

300

164

450

1400

Like the Spider, but

obviously much worse.

Also poisons.

HP

AT

EX

G

HP 300 AT 140 EX 800 3000 G

ICU

HP

AT

EX

G

Tough false chests cast Paralyze and Curse, but they leave good stuff.

2500

120

1290

Nasty spell-caster found

late in the game.

Uses Paralyze.

540

#### M.FLEA

HP 100 AT 120 EX 1680 G 400



Nasty flea, uses Shock and Silence spells. Be careful!

#### **FIREHEAD**

HP 240 AT 140 EX 1400 G 1000

Fiery version of Beak. Uses Inferno. Can be difficult.

#### ENTITY

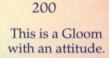
HP 700 AT 120 EX G 800

> A mysterious armored man. Uses Redirect.



#### PERIL

HP 2800 AT 100 EX 460 G



#### BLAZEX



AT EX 840 G

was bad. Uses Inferno.



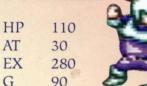
You thought Blaze

#### LANCERX

HP 300 AT 100 EX 500 G 340

The mother of all lancers. Often found with BowmanX

#### **BOWMANX**



The father of all bowmen. Often found with LancerX.

GARGOYLE

HP 2200 AT 84

EX 1200 G 400

Found in Tyr's Tower.

#### SOLDIER



Basic soldier. Basic weapons and attack.



### ROGUE

HP 2000 AT 100 EX 6520 G 1200

Mini-boss. Found in the Lab.



### M.SLIME

HP 2000 AT 510 EX 9999 G 9999

See page 129.



### FROG

HP 180 AT 20 EX 500 G 350

See page 6.



HP 390 AT 45 EX 700

G

500

See page 9.



HP 120 AT 65 EX 280 G 200

See page 14.



HP 230 AT 90 EX 280 G 200

Morte's big brother. Pg. 15.



HP 180 AT 40 EX 1000 G 700

See page 16.

### GENERAL

HP 250 AT 110 EX 1200 G 300

See page 20.

### Pog

HP 280 AT 80 EX 1400 G 800

See page 20.

WISP

HP 730 AT 90 EX 1200 G 300

See pages 24 & 64.

### GREMLIN

HP 1200 AT 140 EX 1400 G 800

See page 28.



### SANDWORM

HP 1600 AT 180 EX 1200 G 1200

See page 37.



### **EYESPY**

HP 1600 AT 100 EX 2800 G 2800

See page 39.

### CLOUD

HP 1400 AT 120 EX 4800 G 1200

See pages 44 & 64.

### KNIGHT

HP 450 AT 115 EX 2800 G 2000

Same Knight, but

a little stronger.





HP 1000 AT 155 EX 6000 G 4200

See page 46.

### Осто

1800 HP AT 160 EX 6000 G 1500

See page 48.

### **MORTEO**

HP 1500 AT 180 EX 3200 3000

See page 52.

### TOAD

HP 2300 330 AT 6000 EX G 1500

See page 56.

### **GRIMFOWL**

2000 HP AT 170 4200 EX G 4800 See page 58.



### SLIMEX

HP 600 AT 20 EX 5400 6000 G

See page 60.

### Myst

1100 HP AT 80 EX 4000 G 3600

See page 64.

### PINCHER

1000 HP AT 190 EX 4800 G 4800

See page 69.

### **FLOWERX**

HP 2900 250 AT EX 3200 G 3000

See page 83.

### G.FLY

HP 2800 100 AT 5600 EX 6400 G

See page 82.

### RUGAX

HP 1400 AT 170 EX 3200 G 2400

See page 81.



### RUGA

3500 HP AT 200 EX 3200 G 2400

> This is RugaX multiplied.



4000 HP AT 195 6800 EX 7000 G

See page 85.

### MOTHRO -

HP 3500 AT 210 2800 EX 8000

See page 98.



### MOTE

HP 3500 210 AT EX 5400 6000 G

See page 108.





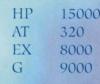






HP	16000
AT	240
EX	7000
G	7000







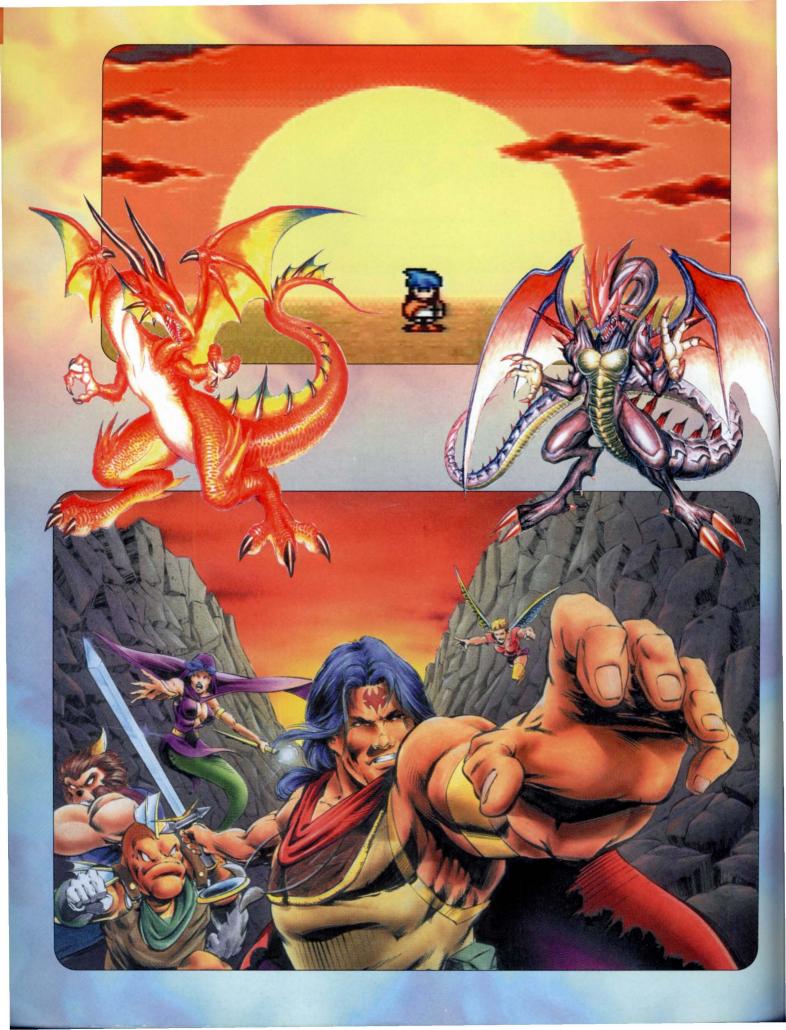
EX G 



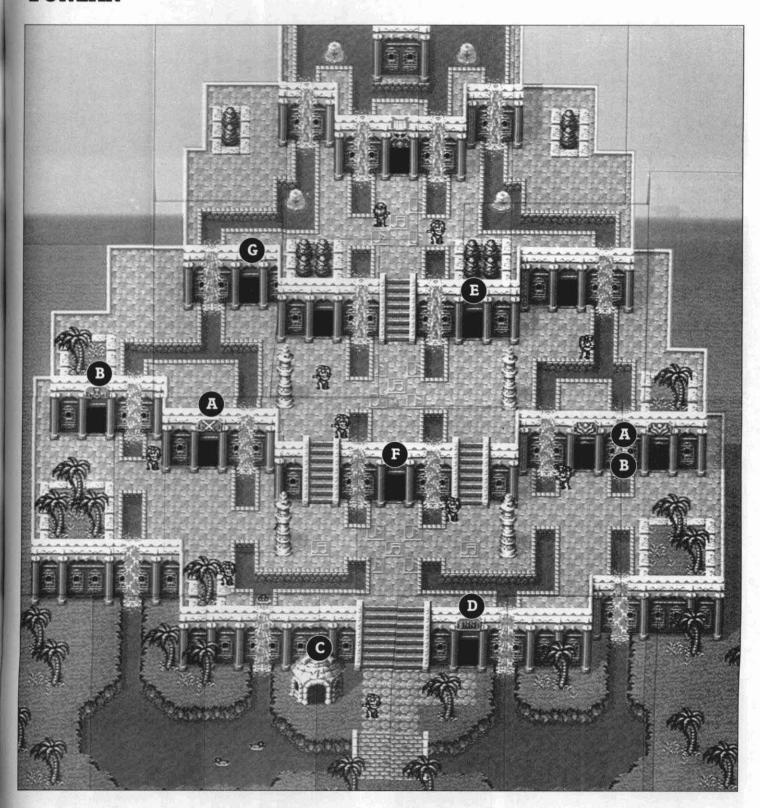
HP	25000
AT	280
EX	8000
C	9000



HP	????
AT	???
EX	???
G	???



### TUNLAN



- A. Weapon Shop
- B. Item Shop
- C. Dragon Shrine
- D. Inn

- E. Girl from sky
- F. Song in a bottle
- G. Healing song

### Breath of Fire Ruthorized Game Secrets

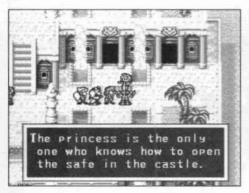


In one building, you get a clue about a tune in a bottle.



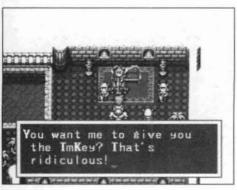


In another building, you meet a strange girl who fell from the sky and doesn't remember anything.









The old woman needs your help. Her daughter wants to give away the TmKey. If you help her, she'll let you use the Bolster, which will allow you to enter Mogu's dream and help him. So you try to talk to the princess, but she won't listen.

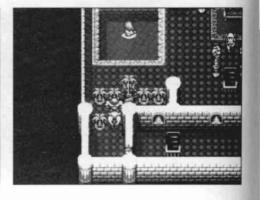
You find out that the combination to the safe is written on the princess' back, so you sneak in at night when she's



swimming and read the combination. If it is still daytime, leave town and use the DkKey to change the time to night. (The HrGlas will change night to day.) Go to the secret passage in the wall upstairs to see the princess without being seen.







### Tunlan





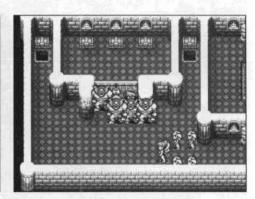




You read the marks on the princess' back and go to try the combination on the safe downstairs.

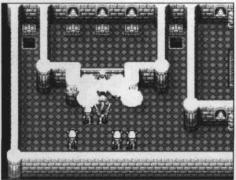






Something goes wrong, though. You have read the combination backwards, in the reflection. Then the princess appears. Now what?





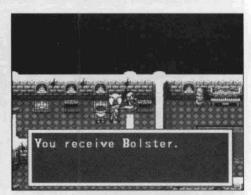


Bleu decides to blow up the safe, but then Cerl appears and steals the TmKey before you can get to it.





In the ensuing melee, Bleu casts another spell, and everything goes black.



When you go back downstairs, you can reach the chests there. Get 2 Melons, an M.Drop, and the Bolster from the chests.



### SECOND DRAGON TEST

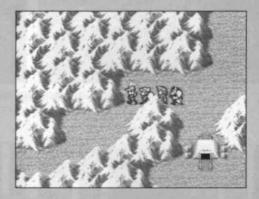






Before you return to Gramor, Warp to Gant and then go to the beach, go underwater, and swim up to the beach leading to the Nabal jail. Go past the jail and then head west, through the mountain pass, instead of going north to the GrimFowl forest. Now follow the mountain path south and east again until you find a small dragon hut. Enter the hut, get Mrbl2 from the chest, and fight Bain to learn four more dragon spells.

Bain doesn't have a second wind. Use Thrdr and you should be able to take care of Bain without any great difficulty.









You may want to Warp to Arad next and stay at the Inn (which is free), then Warp to Gramor and use the Bolster at Mogu's bedside. Save the game in Gramor first, though. Once you enter the dream, you can't get back unless you defeat Mote.

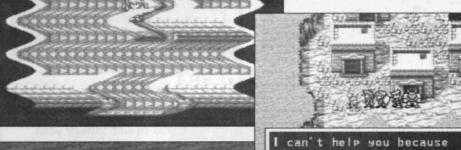
Also, if you don't have many Mrbl3s, you may want to stock up on them before using the Bolster.



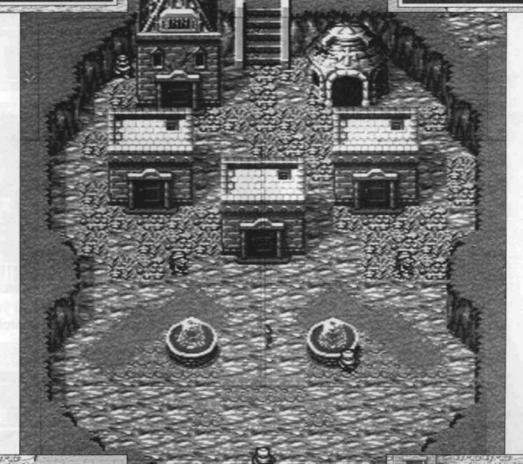


I'm Możu's Anżer.

When you use the Bolster, you are transported into Mogu's dream, where you meet creatures who represent his emotions.



I can't help you because
Anser can't solve any
problems.

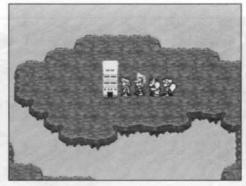


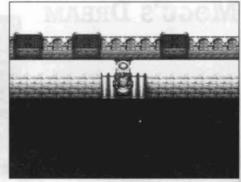


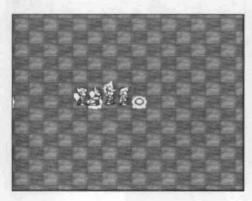


### Breath of Fire Ruthorized Game Secrets



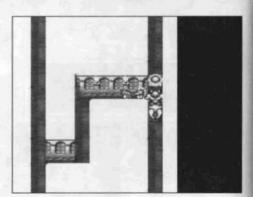






When you've finished exploring the dream village, go up the ladder at the north end of the village and head northeast, toward the North Tower.

Inside the tower, you'll find that the narrow hallways appear and disappear when you step on the strange circles.









Find your way to where Mote awaits you. There are a lot of dangerous enemies here, so you may want to use Mrbl3, if you've got any. If you get lost, see the map on page 96. Unfortunately, you're in a dream, and Mote's in control.







Mote turns into Mothro, and all your attacks on the giant moth are futile. There must be something wrong. Run away from the battle, then use Bleu's Exit spell to get out of the tower. Time to return to the dream village.



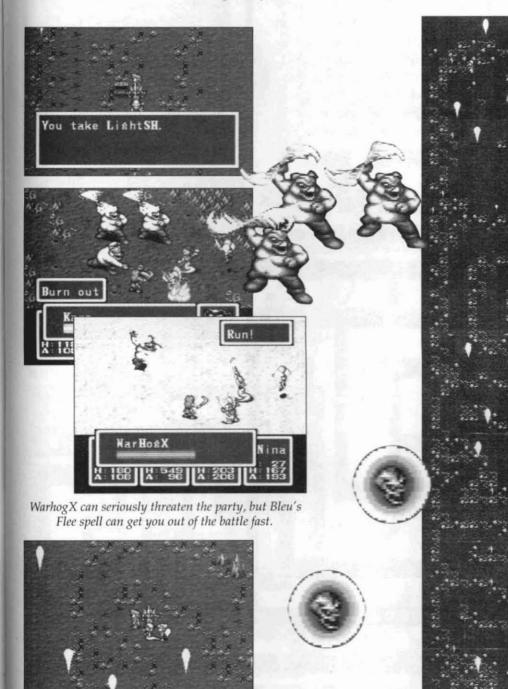






Anne tells you where to find Courage. You'll need Courage to defeat Mote.

THE GAS FIELD



The Gas Field is dangerous and sometimes confusing. If you've got Mrbl3s, you might want to use them.

A. LightSH
B. Life
C. HeadGear

### Breath of Fire Ruthorized Game Secrets





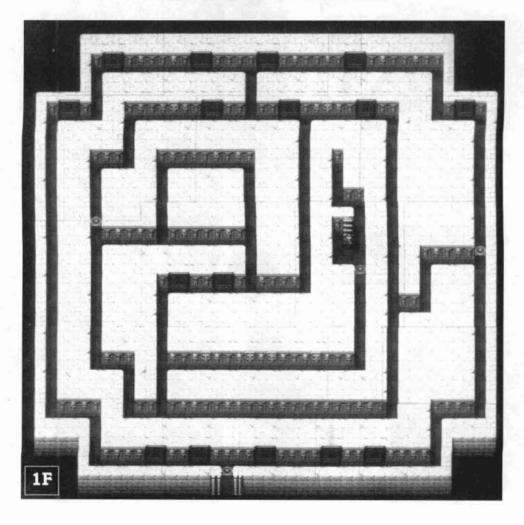


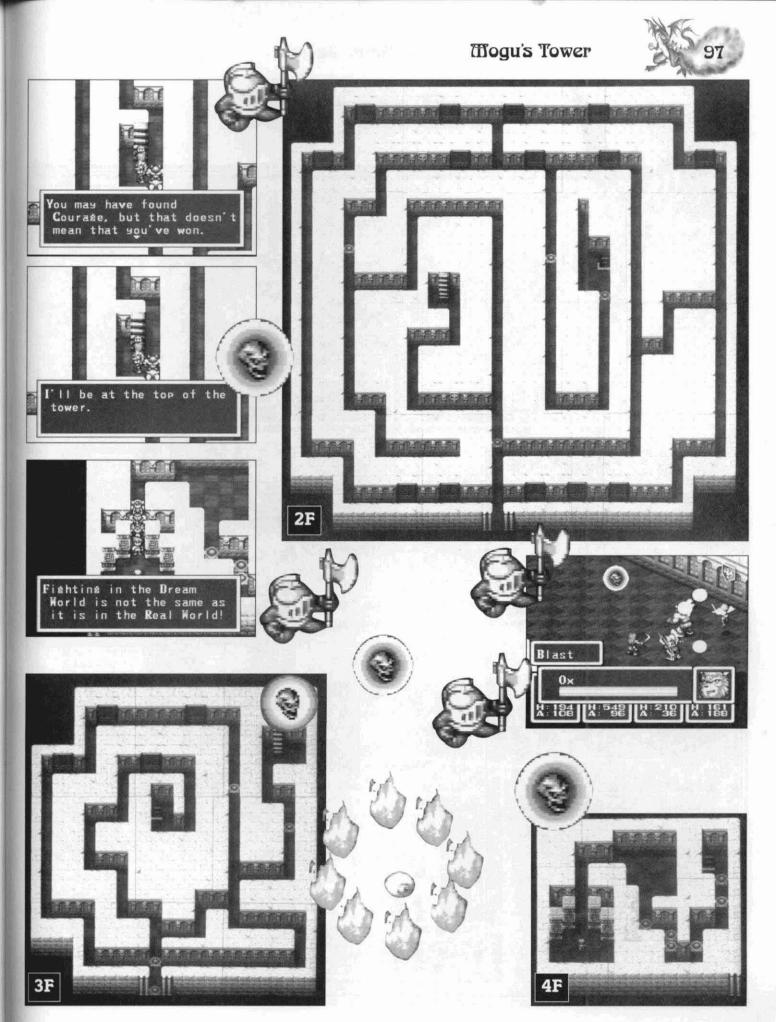


Once you get through the Gas Field, you'll find Courage hidden in a cave. With some coaxing, you bring him out of hiding and all of Mogu's Attributes become united. Now you must make your way back through the Gas Field. (Bleu's Exit spell does not work.)



### THE NORTH TOWER

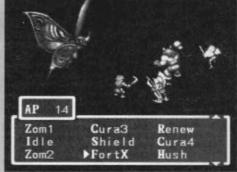






### **Boss: Mothro**



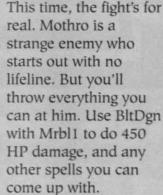




Mothro

Blast

Down 200





Mothro has some strange attacks, including a poison attack. He can also make you miss a lot, but he also misses. It might take a while, but you will defeat him.







Mogu makes an idle threat.

## CHAPTER EJGHT

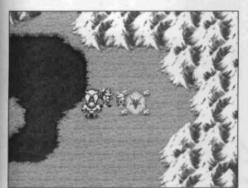
### DIG IT







Now that Mogu has joined the party, it's time to explore the world and use Mogu's special abilities. First stop: Camlon Castle, where they've erected a statue in your honor. Walk north to find the digging spot.

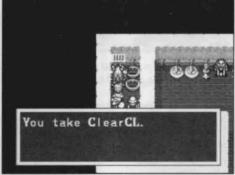






Put Mogu in the lead and press A over the special mark on the ground. Inside, there's a member of Karn's clan. Put Karn in the lead and he'll learn the new spell, Doof, which combines Bo, Ox, and Karn.



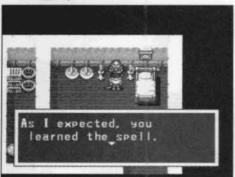


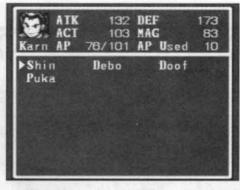


Now Warp to Bleak and go back to the building with the box you couldn't move before. Have Karn use the Doof spell and he'll become strong enough to move the box. Downstairs, you'll find the ClearCL for Nina. Now go back upstairs and move the box in the back bedroom. You'll drop into the room where a member of Karn's clan is waiting to teach him yet another spell.



### Breath of Fire Ruthorized Game Secrets





This time Karn learns the Puka spell. This one combines Karn with Gobi, Bo, and Ox. Puka is a powerful little creature.



Now Warp to Auria.





Just north of Auria is another special spot. Open it with Puka in the lead. Get the DarkBR from a chest inside and equip Karn with it.

1000G

10G

15G 20G

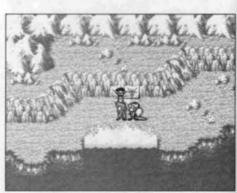
30G

150G

270G

1000G

2000G



Next, a trip to Gust. Walk out of town and west along the shore to find another spot.

IronCW

56668G

**Wepn** 74

126 158

DisCW



Inside is the LoveBR.

Antdt

Acorn

Charm

Mrb11

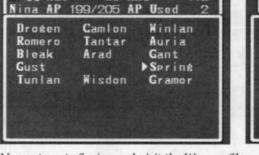
Cure

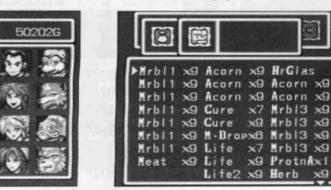
Acrn x9

T · Drop



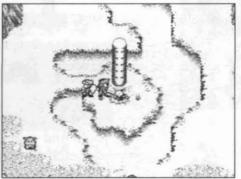
Now return to Spring and visit the Weapon Shop. Good items to look at are the IronCW for Mogu as well as a GaiaMask, and the QuartzAR for anyone who can use it. Also sell any excess equipment.



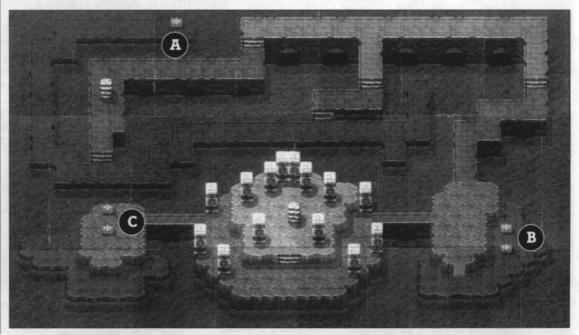


The Item Shop in Tunlan is a good place to stock up on Mrbl1s.





South of Spring is Spyre, the Tower of Sky. You'll need Mogu to dig your way inside.



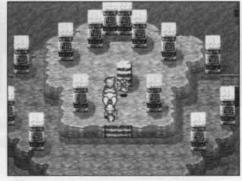
A. Cure2 B. Shell & A.Ptn

C. FlameAR & WorldAR



Start Here

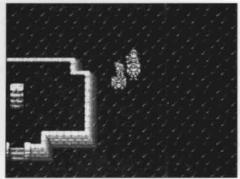


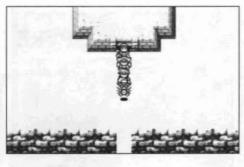


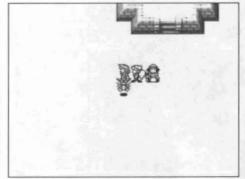
You'll meet a wide variety of monsters in this tower. In the basement, you'll find some useful items, including the FlameAR for the hero and WorldAR for Ox. Then start up the tower.



#### Breath of Fire Ruthorized Game Secrets









Once you begin climbing the tower, you'll find yourself in vast areas, each representing a different landscape. Each landscape features different monsters from other parts of the game. At the upper levels, you may want to use Mrbl3 to avoid fighting. It helps if you know where the next stairway is, however.

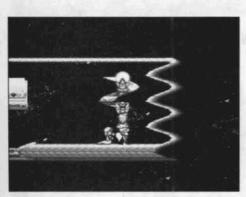




Hint: On the Green level, the next stairway is to the northeast. On the Rain level, it's to the southwest. In the Desert, head due east, and a little south. On the Ice level, head north. On the Sky level, head southwest. On the Space level, head northeast again.



Occasionally, you'll see an opening in the wall. Don't walk through! It will drop you outside to the bottom.



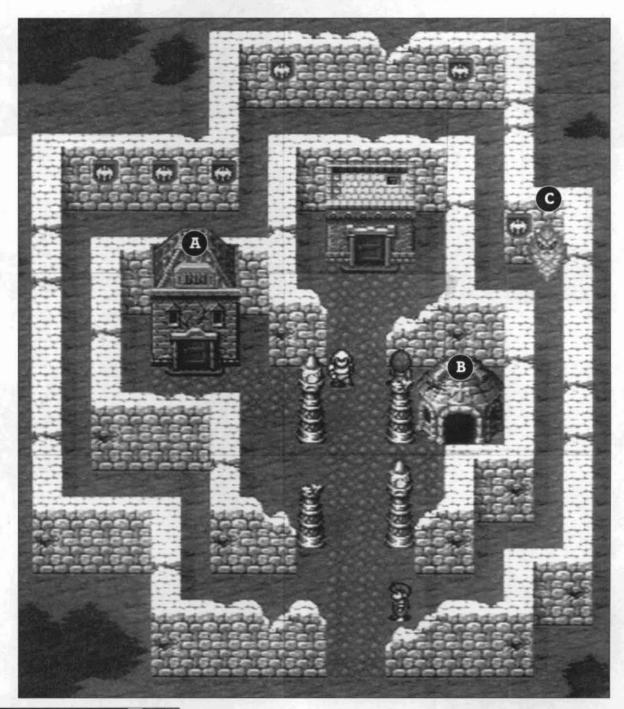




When you finally get to the top of the tower, you meet Mote. He transports you into his own private dream world. To find Mote, you'll have to find his Conscience.



### Mote's Dream World

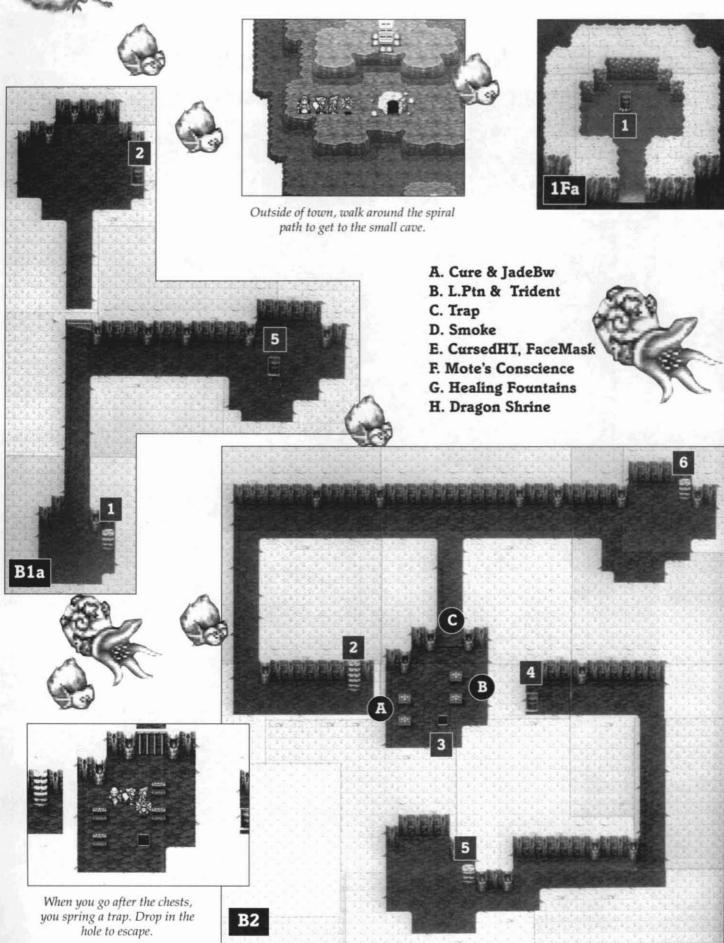




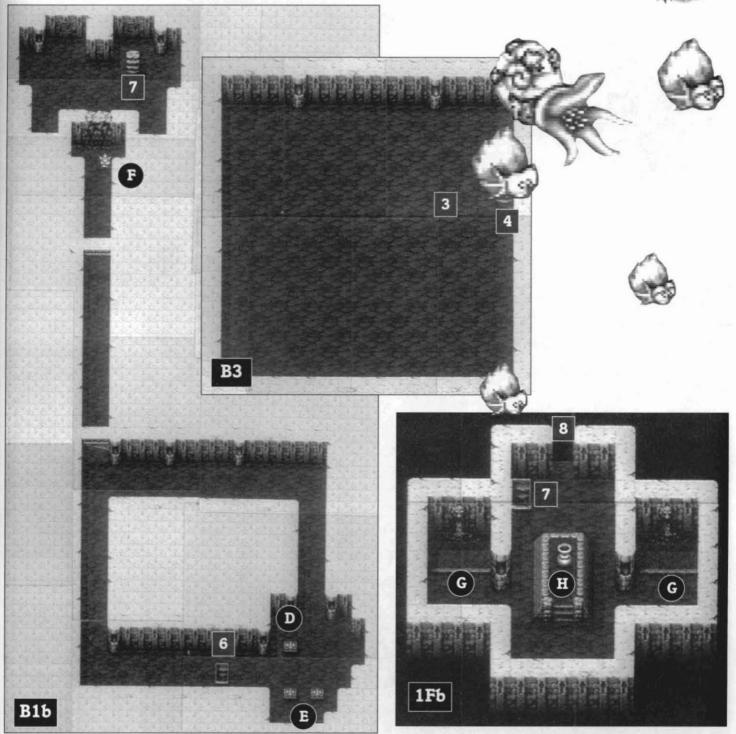
- A. Inn and Item Shop
- B. Dragon Shrine
- C. SkyKey Guardian

You meet the man who climbed to the top of the tower. Remember him.

### Breath of Fire Ruthorized Game Secrets









If you don't use Mrbl3s in this dungeon, you'll be attacked constantly by D.Fleas and M.Fleas. These nasty little critters have bad habits, like casting the Shock spell and wiping out your party. Beware!



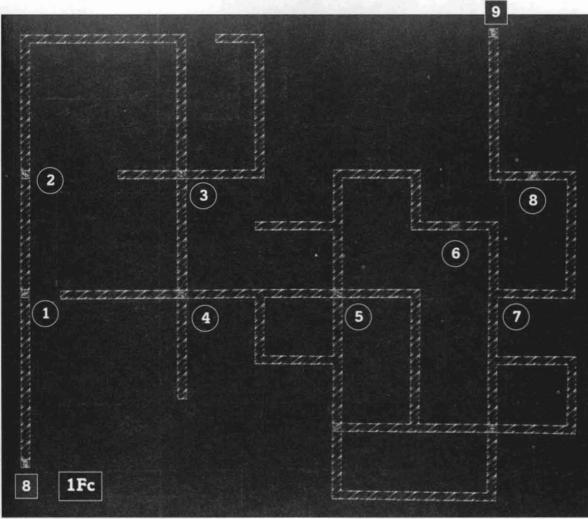
#### Breath of Fire Ruthorized Game Secrets







Mote challenges you and breaks open the wall so you can proceed. If you think you're prepared, heal at the fountains and save your game at the shrine, then continue onward.



This section of the dungeon is very tricky. When you step on the markers in the path, the whole path will spin. You can get lost easily. Use the numbers in circles to find your way through the maze:

At 1, go West. At 2, go South.

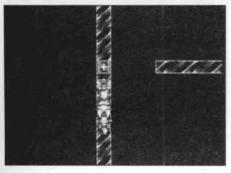
At 3, go North. At 4, go East.

At 5, go North.

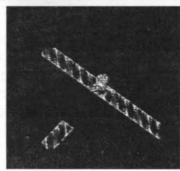
At 6, go South.

At 7, go South.

At 8, go East.

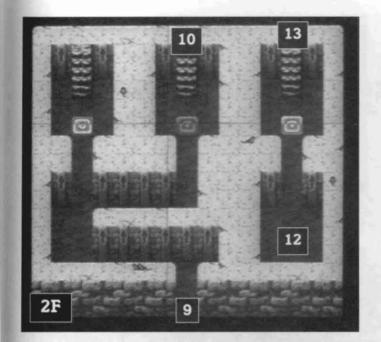


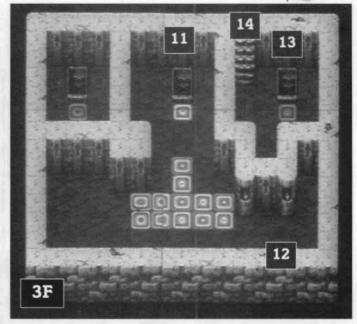
When you step on the marks, the whole maze spins.

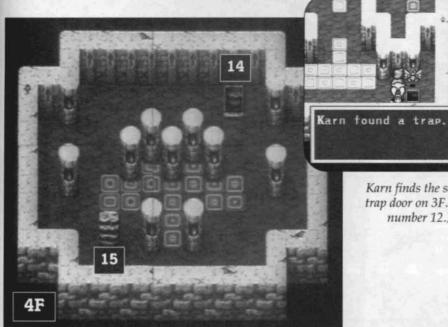


Of course, you meet plenty of enemies. Puka can do some damage with his slam attack. Also, use Bleu's Chill spell when you're fighting Blazes.





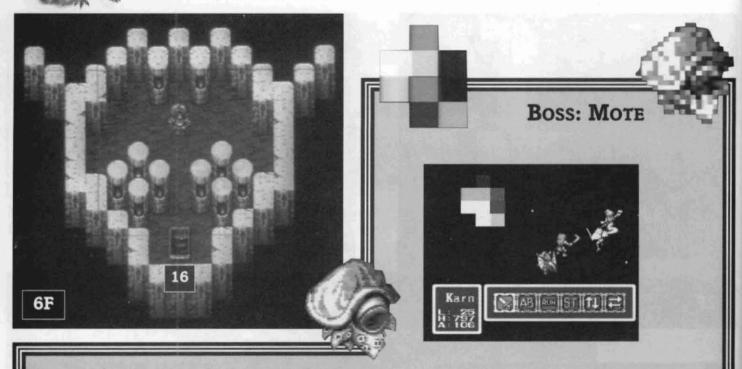




Karn finds the secret trap door on 3F. (See number 12.)



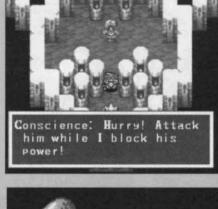




Mote is a strange creature that starts out as a lot of big colored squares. As you hammer at him, he gradually condenses into a more or less normal monster. He also gets tougher and tougher as he condenses.

When you first attack him, use normal attacks, and don't use your dragon spells. Eventually, Mote will interrupt the battle to gloat and taunt, but his Conscience will appear and help you. Now the battle really begins. At first, Puka is very effective, and using Mrbl1 with Puka will deliver megahits. Don't use any dragon spells, though. They don't work. In fact, spells usually don't work on Mote, so you'll have to finish off this tough boss with weapons. In addition to having to fight him twice, Mote also has a very substantial second wind.



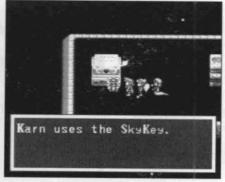












Once you have defeated Mote, you get the SkyKey from the guardian. Use it in the pillar and you'll restore Spring to its appropriate weather.







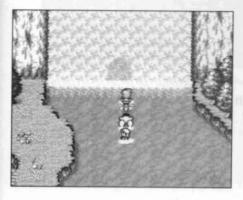
Back in Spring, the people are talkative. Now all you have to do is understand what they're saying. Visit the Weapon Shop for one clue, then sell off any excess equipment.





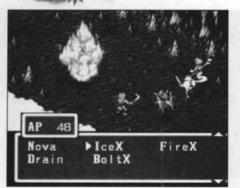


Based on the clues the townsfolk have offered, you might try fishing in the duck pond to the west of the town. With the Rod5 and the Shell for bait, you'll catch the DragonAR for the hero.



After your little fishing expedition, save the game and head upstream to the small cave you see behind the waterfall. Time to leave Spring and head for the next place.

### Breath of Fire Ruthorized Game Secrets





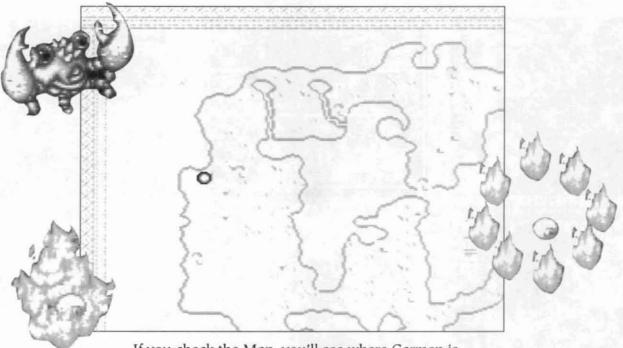


The cave behind the waterfall is simple to negotiate, but it's full of dangerous creatures.





When you emerge from the cave, walk south until you find the town of Carmen.

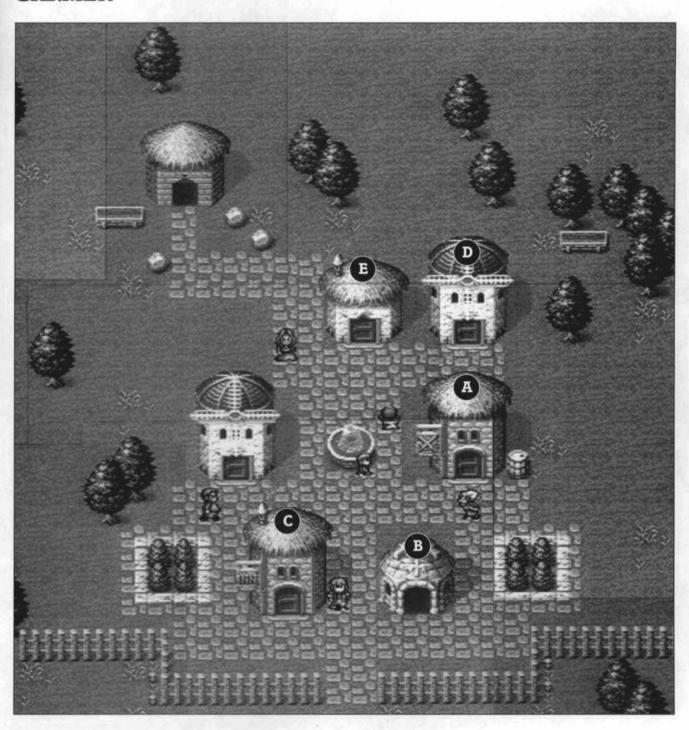


If you check the Map, you'll see where Carmen is.



## Chapter Nine

### **CARMEN**



- A. Weapon Shop
- B. Dragon Shrine
- C. Inn

- D. Doctor's house
- E. Alan's house



#### Breath of Fire Authorized Game Secrets









When you do get to Carmen, rest in the Inn, then search the cabinet in back for the RubyBR. If you try to talk to the people in Carmen, you'll find that something is wrong. One young man has a possible answer. He mentions Tock, which is located to the East.

### FISHING FOR SLABS





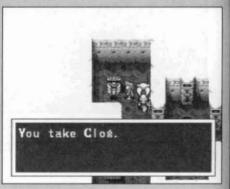


Before you investigate Tock, take a side trip to Tantar. Nearby, you'll find a well where you can catch an ancient slab. It doesn't make much sense right now, but it might be important.

### MORE DIGGING







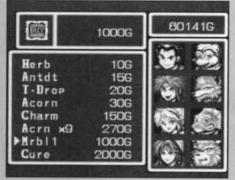
Now walk northeast to find another digging spot for Mogu. Inside the chamber, you'll find L.Ptn, A.Ptn, V.Ptn, and Clog.

### Treasure hunting



### SHOPPING IN TUNLAN



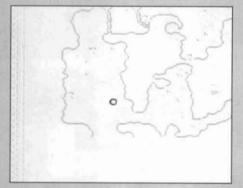




Warp to Tunlan and sell off any excess equipment. Get the BoneCN and the GuruCT for Bleu if you can afford them. (Actually, you can skip the BoneCN if you want. You'll soon find a better one for free.) You also may want to stock up on Mrbl1s here.

### MORE DIGGING







Back in Carmen again, set off to the south, then go east around a small forest. Pass the first earthen ramp leading south and take the second one. There's a mark in the cliff just a little further to the east. Use Puka to get inside and find the WindBR.





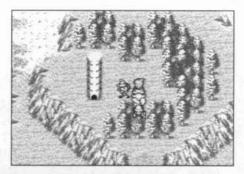


Now go back up the ramp and head north to find a spot for Mogu to dig in. Get the HeroBW for Bo. Equipping the HeroBW to increase Bo's attack power.

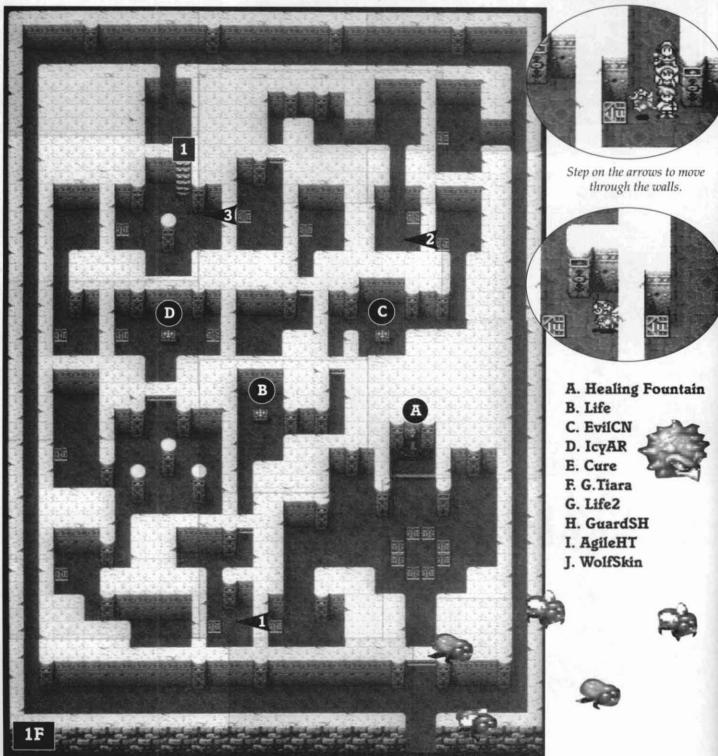
### Breath of Fire Authorized Game Secrets

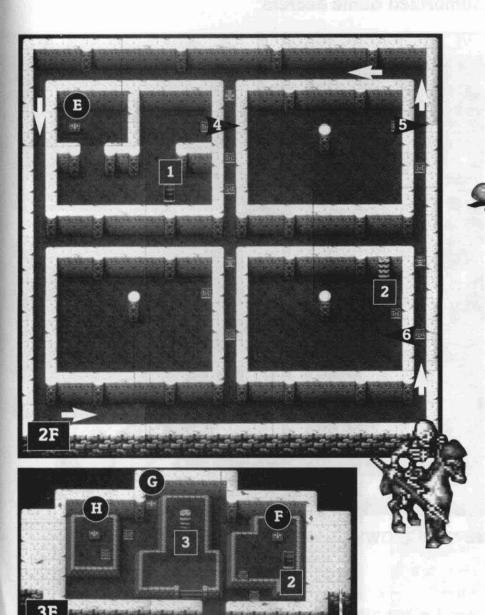
### Tock

Northwest of where you got the WindBR is the tower called Tock. You'll need Bo to get through the trees and enter the tower. Just before you visit the Healing Fountain, change Karn back to Puka.









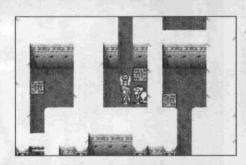


FireHeads cast some big-time heat spells. Counter with something cold.



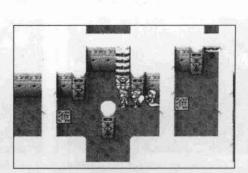


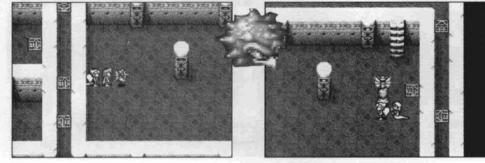
The EvilCN sounds pretty bad, but it's the best weapon Bleu has now.





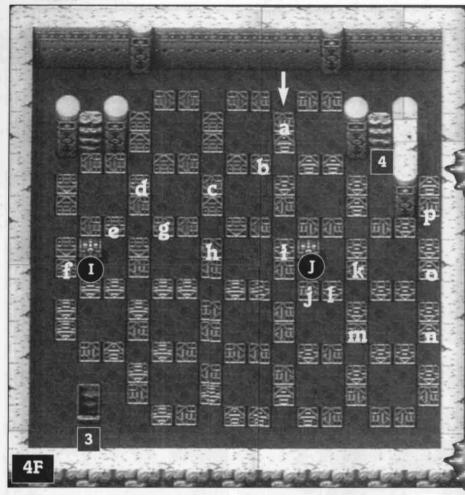
Walking through walls soon becomes second nature.

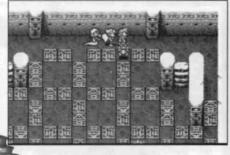




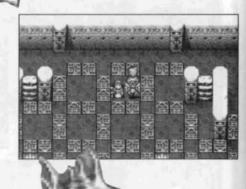






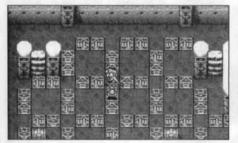


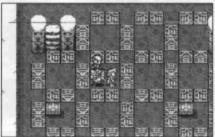
Start here and ride the arrows to your destinations.



### **G**ETTING THROUGH THE MAZE OF ARROWS

To get the first chest:  $a \Rightarrow b \Rightarrow c \Rightarrow d \Rightarrow e \Rightarrow f$ To get the second chest:  $a \Rightarrow b \Rightarrow c \Rightarrow g \Rightarrow h \Rightarrow i \Rightarrow j \Rightarrow k$ To get to the stairway from the second chest:  $l \Rightarrow m \Rightarrow n \Rightarrow o \Rightarrow p$ 

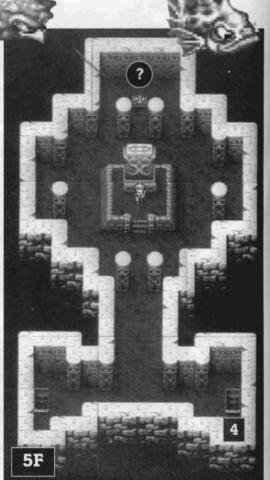




On your way to get the AgileHT, look out for more FireHeads.

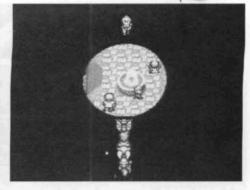








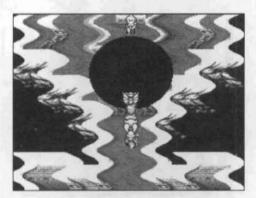


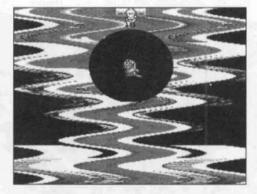




At the top of the tower, you meet Cerl, who has mastered time. She shows you the town of Carmen and boasts that she was the one who stopped time there. When she sees the young man you spoke to earlier, she seems to know him. But then she sets a time warp in motion and your party gets sucked into it.







The time distortion pulls you into it. There's nothing anyone can do.







You find yourself alone in the wilderness south of Tock. Try to get back to Carmen, but don't worry if you don't make it. Remember, the Shock spell can fell even a mighty dragon! But all your friends are back in Carmen, and that's where you'll wake up if you fail to make it there on your own.

### Breath of Fire Ruthorized Game Secrets







It turns out that Alan and Cerl were childhood friends. But during the discussion about it, Alan suddenly takes off and heads back to Tock to talk to Cerl. He's convinced that she would never be part of the Dark Dragons' evil plans.









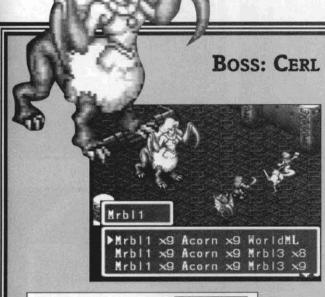
The party watches as Alan leaves. When he finds Cerl, she remembers him.







But memories aren't enough. It seems that Cerl is bent on carrying out her destructive plans. There's no choice left, but to fight.









Cerl is very strong, and you'll have to take off a lot of points to weaken her. Use BltDgn with Mrbl1, Puka with Mrbl1, and Bleu's BoltX spell. Each of these attacks does a little more than 400 HP damage.

Cerl's attacks aren't too hard if your characters are well armored. Use FortX to further protect them.

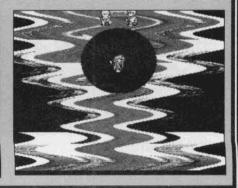
When you get her life bar low, she'll suddenly break out of the battle and use her time distortion ability. She doesn't fight fair.











### Breath of Fire Ruthorized Game Secrets









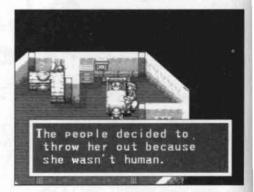




You find yourself at the door to a fortress to the southeast of Carmen. Cerl seals herself inside, and you have no choice but to Warp back to Carmen. Check the Map first to see where you are so you can get back.

Back in Carmen, you hear Alan's story, and you learn why Cerl is upset. Alan blames himself for not standing up for Cerl when they were children.





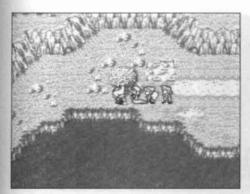


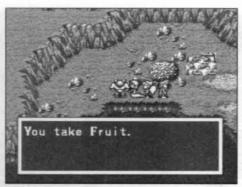




There is one thing that might still reach Cerl and help her overcome her anger. It's the Fruit that Alan and she shared in childhood. Alan tells you about the Holiday Tree along the southern coast, and so you set out toward the southern coast.









Once you find the big tree next to the ocean, use Ox to knock the Fruit from it. Then head south along the road and into the mountain pass leading to Cerl's fort.





Outside, Cerl smells the familiar scent of the fruit and opens the door.







Upstairs, Cerl has lost the will to fight. But she doesn't believe Alan will forgive her. She offers you the TmKey.





You take the TmKey.

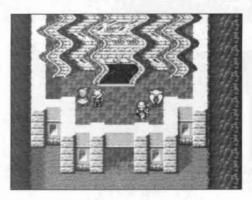
### Breath of Fire Ruthorized Game Secrets





After you take the TmKey from the chest, Goda appears and accuses Cerl of betraying the Dark Dragons. Cerl sacrifices herself, and her whole fortress disappears, leaving only a foundation to mark its former existence.



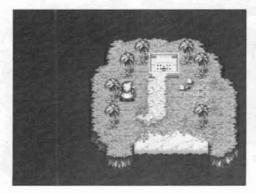








You find yourself back in Tock, at the stairway leading to the fifth floor. When you use the TmKey in the pillar, however, something goes wrong, and Nina is caught in the time distortion. You and the party jump in after her . . .





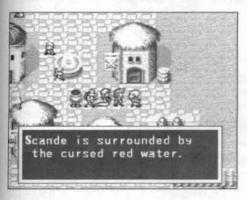
... and end up in Tunlan. The mysterious man you met before gives you an important clue.

# Chapter Ten









Remember the girl who fell from the sky? In Tunlan, you discover Nina, but she has amnesia. So you use Bleu's Warp spell to return to Carmen and seek out the doctor. While you're there, talk to the people in town to learn other interesting facts.





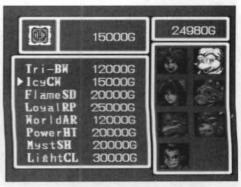
The doctor tells you about the Tonic, which is effective against amnesia. To prepare the Tonic, the doctor needs some items, including the W.Ant (which you can get by shooting a white deer), P.Fish, Root, and C.Nut. You can find a W.Ant under a small barrel



upstairs in the doctor's house. You might also want to pay a visit to the Weapon Shop and sell off excess equipment and buy anything that looks useful.







### Breath of Fire Authorized Game Secrets







Before you leave Carmen, check up in the northeast corner of town, where the mysterious helper leads you to a discovery. You don't know what to do with it now, but you will.





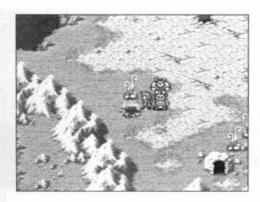
If you want some extra money, try Warping to Auria and letting Bleu give this man a back rub. He'll give you another 20,000 GP!







Now Warp to Gant and use Mrbl3 if you want to avoid useless battles. (If you don't have any Mrbl3, remember, you can get them in Drogen.) Walk around to the beach, then head east until you find the C.Nut grove. Have Ox punch a C.Nut from a tree and take it.



Now Warp to Gramor and find the strange plant.
Mogu can dig under this plant to get the Root. Now you have three out of four ingredients.







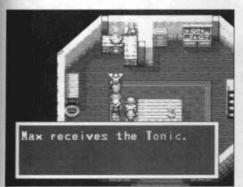






To get the final ingredient, walk back to what's left of Cerl's fortress and keep going through the mountain pass. You'll witness a strange scene between Cerl and Alan as children, then continue on through. When you come to a road, follow it to the broken bridge. The water here is strange and crimson colored. You'll catch a P.Fish here.





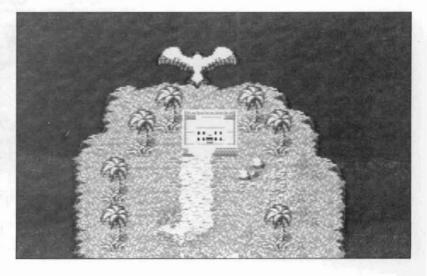




Take the ingredients to the doctor and he'll give you the Tonic. Warp back to Tunlan and give the Tonic to Nina. When she recovers, she's older and has a new ability.

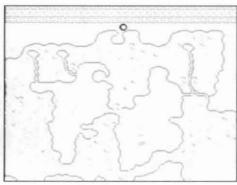


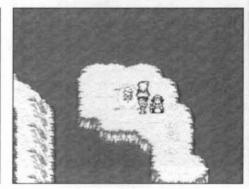
Leave the city and put Nina in the lead. Now you can fly!

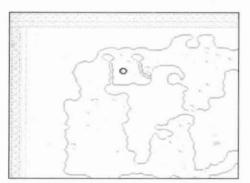


# Breath of Fire Ruthorized Game Secrets



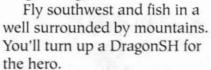






Now that you can fly, this is a great time to explore the world and find some of the good stuff that's lying around.

First stop? An island to the far north, near the middle of the map. Search there at the base of the tower to find the Tri-Rang for the hero. Just east of the tower island is another place to use Mogu to dig.

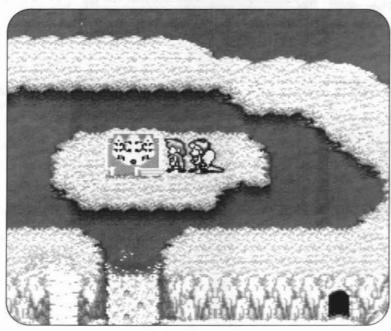


Far to the southeast is another well where you can catch the DragonHT.



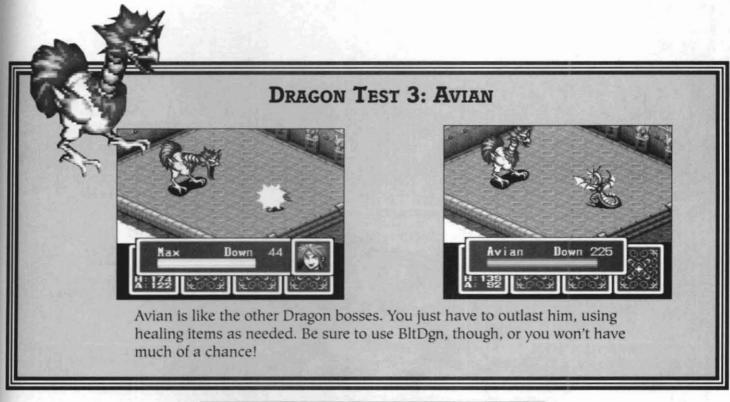


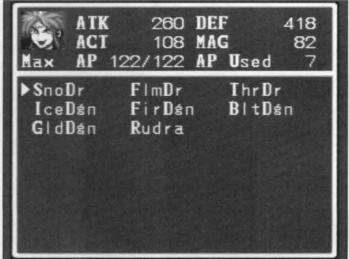


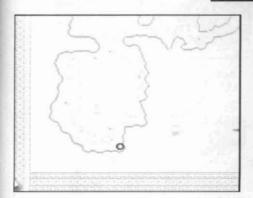


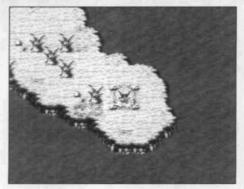
Northeast of the well with the DragonSH is a castle on an island. This is another dragon test for the hero. He'll fight Avian this time.













Here's another dig spot for Mogu. Inside you'll find the LoveHT, StarSH, MystCW, AgileHT, S.Ptn, A.Ptn, L.Ptn, and Life2.

### Breath of Fire Ruthorized Game Secrets



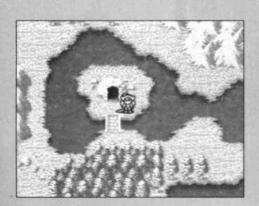


In case you didn't read page 112, this is a reminder to fish in the well west of Tantar and get the ancient Slab.

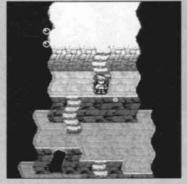




# AGNI — THE ULTIMATE DRAGON SPELL

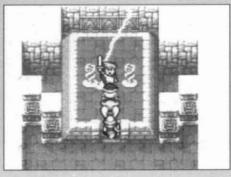






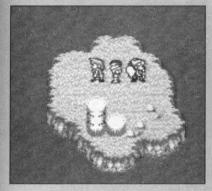
Remember the cave where you took the WtrJr to help Romero with its zombie problem? Well, that's where you want to go now, only this time you can walk down into the water. Inside, you'll learn the ultimate dragon spell. It's called Agni.







### BIG-TIME CHARGING UP









Now is a good time to get yourself in shape. Think of it as a workout program for heroes. The trick is, to get the most for your effort, you want to fight something that's not too tough but gives you lots of GP and EP. The perfect creature lives on the island where you found the Tri-Rang. The tower, by the way, is Tyr's



Tower, not that you need to worry about that just yet. But if you walk around on this island, you'll meet M.Slime, a giant golden slime. Doesn't impress you? What about 9999 EP and 9999 GP every time you beat one?

By the time you finish charging up, you should be close to Level 30 (which you reach at about 179,000 EP).

Here's an example of how your characters might be equipped at this point.

Hero at Level 30	Nina at Level 37	Bo at Level 31	Karn at Level 29
Tri-Rang	EvilRP	HeroBW	PowerDR
DragonAR	ClearCL	IcyAR	QuartzAR
DragonSH	SkySH	IronHT	StarSH
DragonHT	LoveHT	Sash	PowerHT
Ring	SmartRG	Clog	DreamRG
SkullRG	Sash		DarkBR
Gobi at Level 31	Ox at Level 28	Bleu at Level 41	Mogu at Level 30
Trident	SpineHR	EvilCN	MystCW
SpineCL	WorldAR	GuruCT	WorldAR
ProSH	MystSH	Gauntlet	AgileHT
PowerHT	AgileHT	SkullHT	SilverBR
	SilverBR	Clog	
		Cloa	

### Breath of Fire Ruthorized Game Secrets







After you're all charged up and the game is saved, head at last for Scande, which is located in the large southern peninsula, surrounded by crimson water. You'll need the pass you found in Carmen before you can enter, but you should have it with you. Take a look at the elevator. It doesn't seem to work right.









Well, perhaps the climber from Spring has been there. Warp back to Spring and talk to the injured climber, and sure enough, he's got the missing part to the elevator, but it's broken.









Gant is the place to get things fixed. Remember the B.Rang? Right. So Warp there and the B.Parts become the Parts.

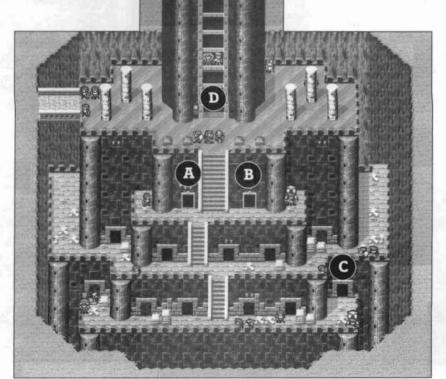
# SCANDE

Scande is the headquarters of Zog and the Dark Dragons. It's an ultramodern city with a high tower.

- A. Dragon Shrine
- B. Inn (Herb in cabinet)
- C. Obelisk entrance
- D. Elevator
- E. Entrance to Zog's Tower







### Breath of Fire Ruthorized Game Secrets





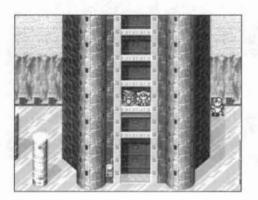




Explore Scande before going up the elevator. You'll hear some important clues, if you're listening carefully.











The tower is high, but at the top, you meet the mysterious friend again. This time, he gives you a clue about something called D.Hrt that you can get in Tunlan. Sounds like good advice.





### GETTING A SONG IN A BOTTLE











Remember the woman in Tunlan who told you about the tune in the bottle? Now's the time to go back there. She'll play the tune for you, and a message tells you that the hero is disturbed. That's a mild way of saying that he loses all but one HP! The woman puts the tune in a bottle for you. You get the D.Hrt.





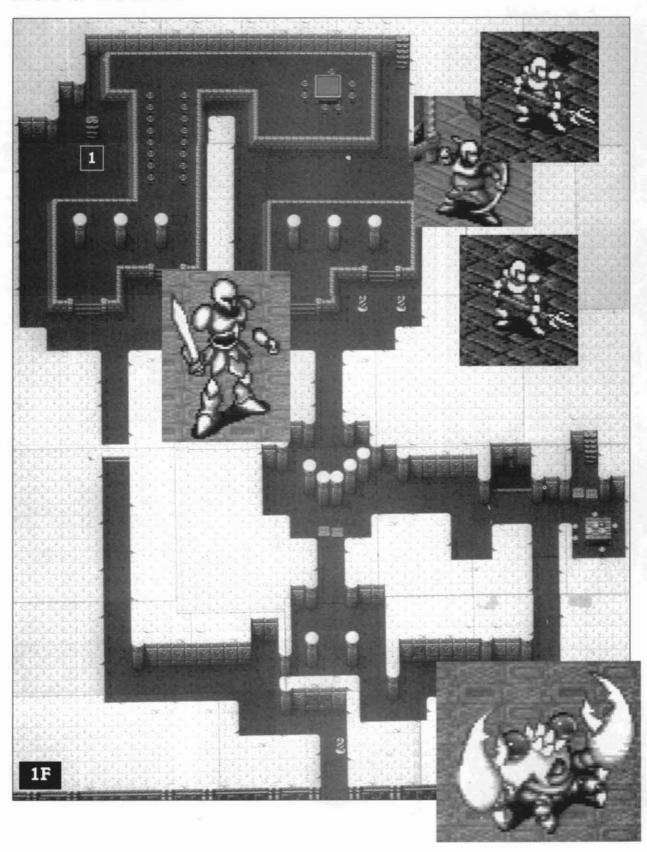




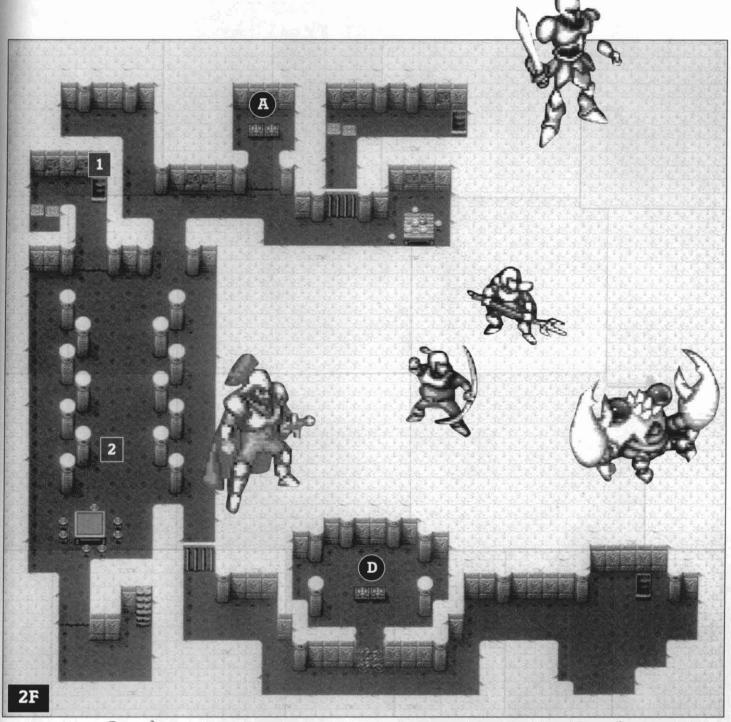




# Zog's Tower





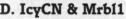




A. Glove & PowerHT B. Cure

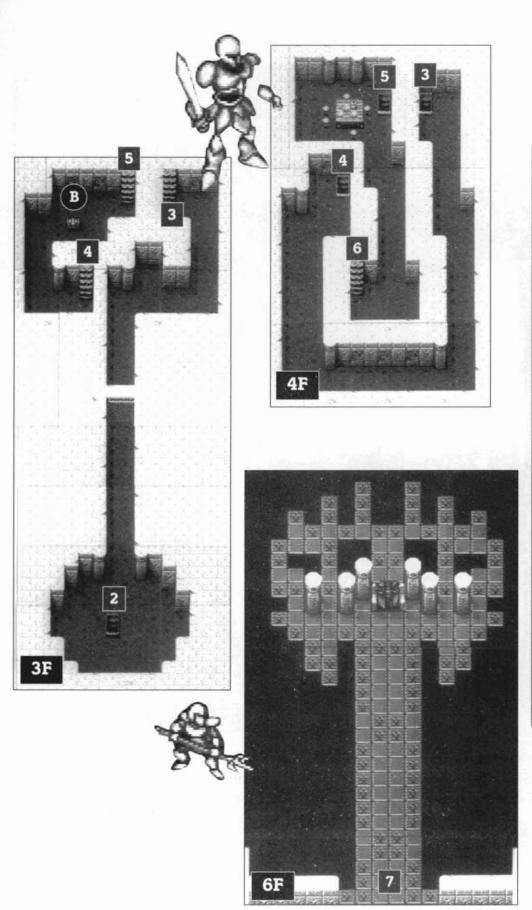


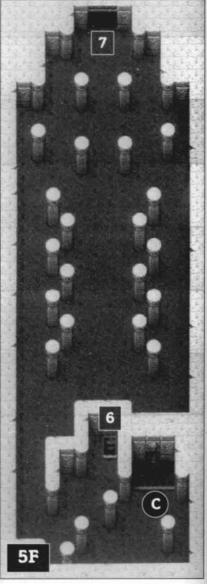
C. Healing Fountain
D. IcyCN & Mrb11



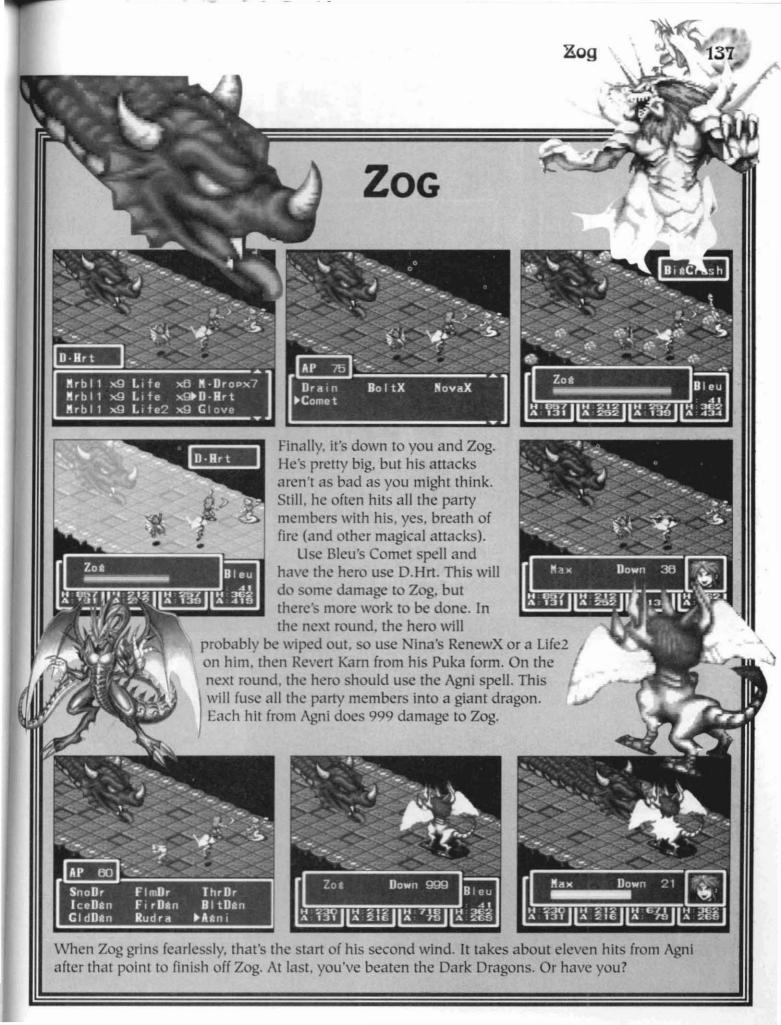








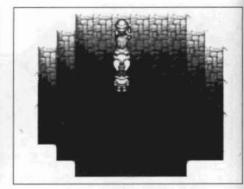




### Breath of Fire Ruthorized Game Secrets



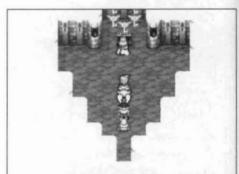




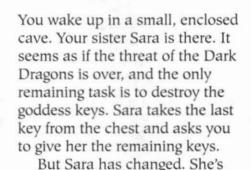
Zog admits defeat, but then the floor beneath you gives way. The party falls from the top of the tower.















under Jade's control.

Sara and Jade take the keys and leave for Agua, where they'll wake up the goddess, Tyr. They leave you in a cave with no exit.

Things look hopeless until a mole person pops up through the floor. Now there's an exit.





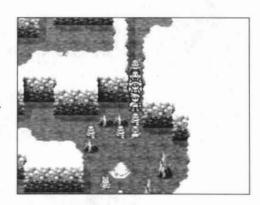




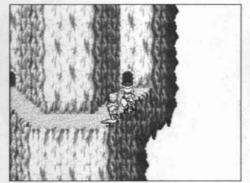
# CHAPTER ELEVER



Follow the Mole People through the hole and then watch the master digger work. He'll drill another hole and you follow them into it. Now you're back in Scande. Time to head for Agua.







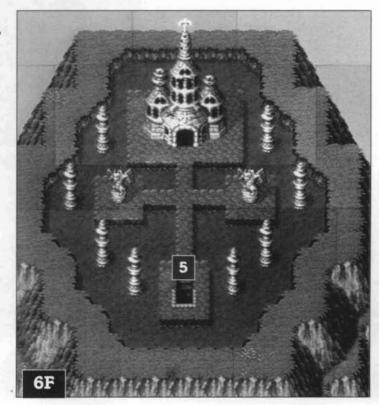


Climb to the top of Agua. If you need to, refer to the maps starting on page 23. At the top, you'll find a small gap leading outside. Pick up the FlameSH along the way, then head for the top of the tower.

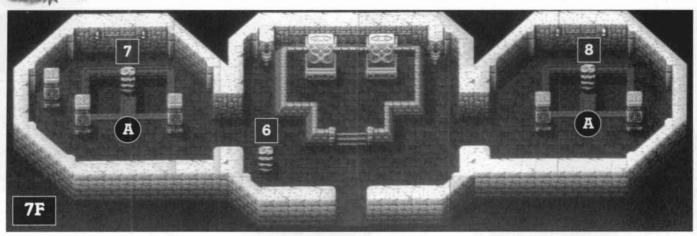
# TOP OF AGUA

When you go up the final stairway, you find this large Dragon Shrine.

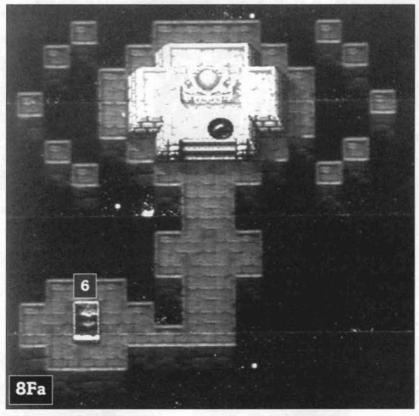
Wonder what's inside?

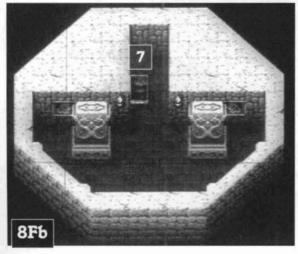


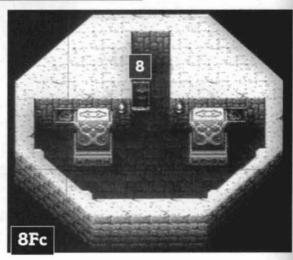




A. Healing Fountains







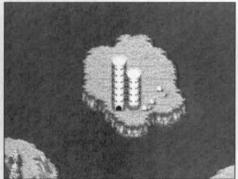






Sara has difficulty making up her mind. One moment she's your friend. The next moment, she's ready to fight you.







By the time you reach Jade, it's too late to prevent Tyr's release. In a separate scene, you watch as Tyr's Tower pushes up from the ground on the small island where you charged up. Now there's an entrance to the tower.

If you step on the teleportation button, it will take you directly to Tyr's Tower. However, it is a good idea at this point to leave the tower and save the game somewhere convenient. You can also stay at an Inn before climbing Tyr's Tower and facing a whole new crew of enemies, up to and including the goddess herself. Once you're in Tyr's Tower, you can exit immediately by walking south.



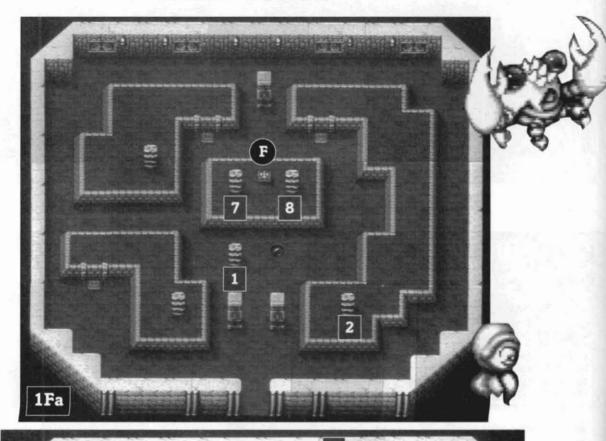


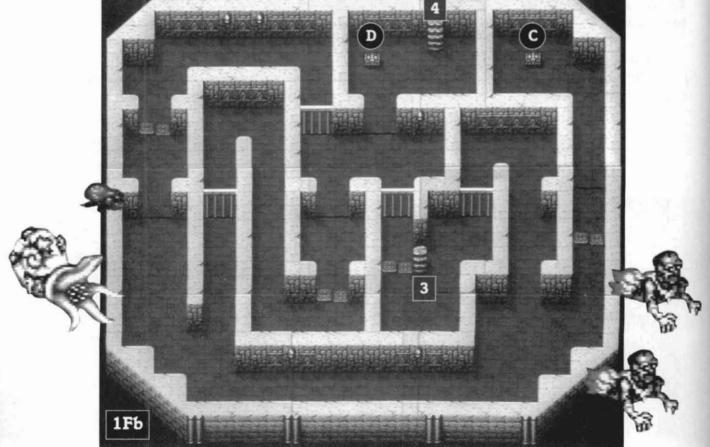
Now you can fly to Romero, or any other convenient town, and save the game.

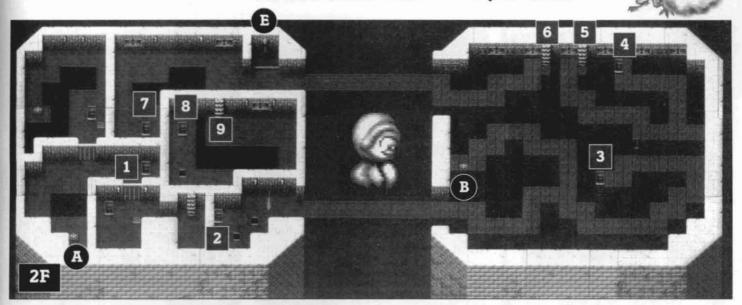


# Tyr's Tower





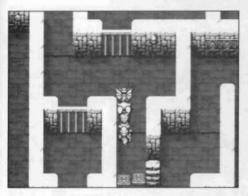




A. Domino B. AgileAR

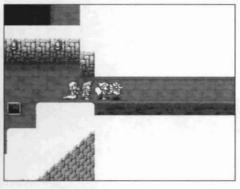


You take Domino.

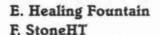


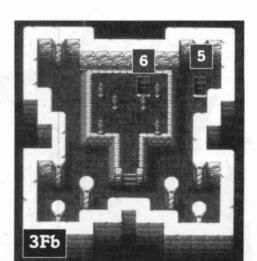
C. TrapGrd

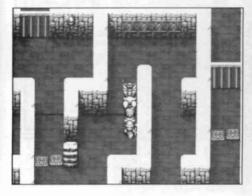
D. FlameDR



Follow the stairways up and down between the first and second floors. In particular, look for the AgileAR for Nina and the FlameDR for Karn. Step on the buttons to open the gates on floor 1B. Finally, make your way to the third floor to meet Sara.









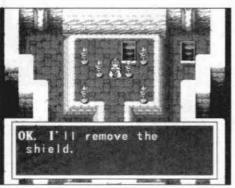


### Breath of Fire Ruthorized Game Secrets









Before you talk to Sara, you might want to Revert Karn to his normal self. If you don't, you won't be able to use the Agni spell, which is by far the quickest way to take on Sara. Of course, if you didn't use the D.Hrt on Zog, you could use it here, instead.

Sara's barrier also damages the party. Use an M.Drop to heal everyone at once.





# SARA



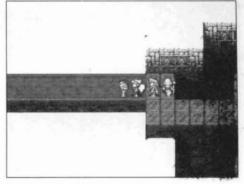
Sara is still under Jade's control and attacks you in the form of a great white dragon. The best way to counter her attack is to use Agni, but to do so you'll have to be sure that Karn is in his normal form and



that you have enough spell points to cast the Agni spell. The battle is not tough at all when you use Agni. If, for some reason, you don't use Agni, it's going to be a long, hard conflict. Sara doesn't have a second wind, so you simply have to be persistent to prevail.

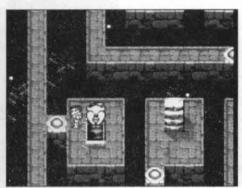


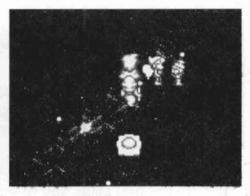




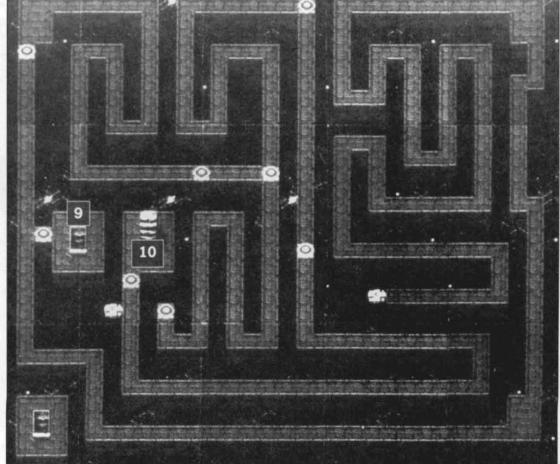
After you've defeated Sara, she regains her senses and becomes free of Jade's control. However, she also perishes, or at least goes where Light Dragons go when they expire. Continue to explore, heading across the upper bridge.



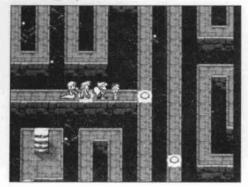


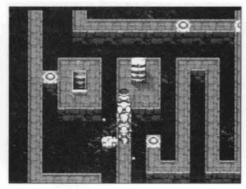


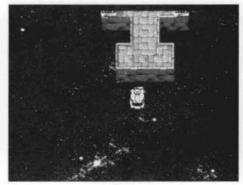




### Breath of Fire Authorized Game Secrets







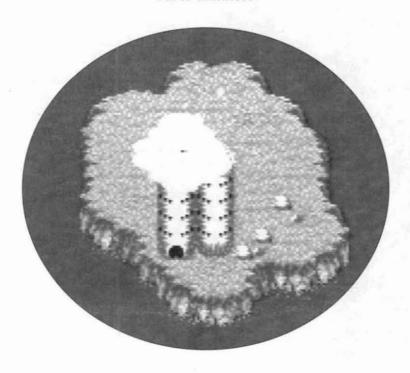


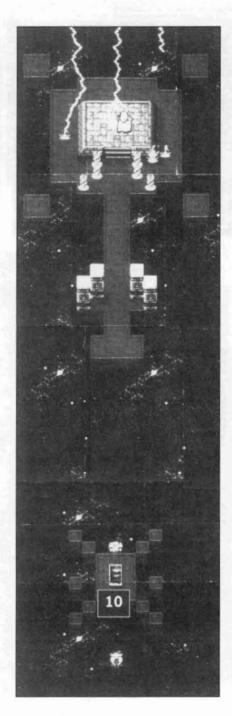


Examine the map on the previous page to find the best route through this next maze. You've seen this before. Or not seen it, as the case may be. Anyway, the path will disappear as you walk over the grayish disks. It will reappear when you walk on the red disks.

When you meet Jade, he sends you back with his force field. He gloats that he is all-powerful, then destroys the tower.

All is darkness.





### Drogen







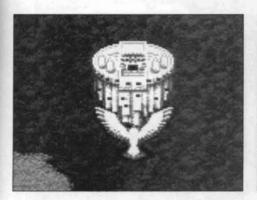


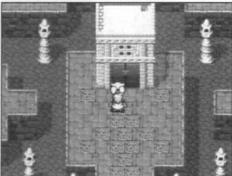
After your confrontation with Jade, you wake up in Drogen. You've been unconscious for three days! Jade has resurrected the Obelisk, a mighty fortress that can move around. You must stop him.





Your friends all rejoin you outside, and you set off to destroy the Obelisk.



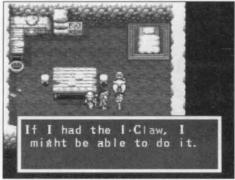




Fly back to Scande, and you'll find the Obelisk. Fly directly at it and you can enter. But inside, there's bad news. There's a crack in the floor, but Mogu can't dig through it. Perhaps the master digger can help.

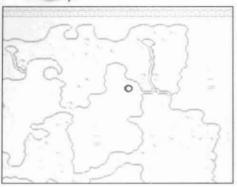
Fly or Warp to Gramor and talk to the master digger. He tells you about the I.Claw. There's also a clue about the Claw in Prima.

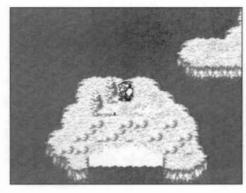






### Breath of Fire Authorized Game Secrets







To find the I.Claw, you must first travel to see the old woman who collects weapons. She's on the island north of Auria. She's looking for a pen pal to talk weapons with.

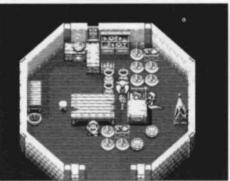












Now you start a back-and-forth messenger service, carrying the old man's List to the old woman, then carrying the Wtzit from under the old woman's bed to the old man. He writes a letter that describes the Wtzit as a tool, not a weapon.









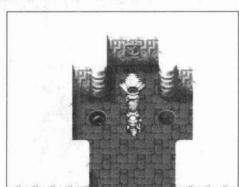




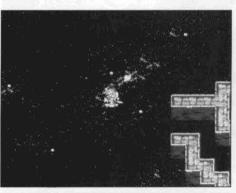


Now you return to the old man with instructions from the old woman. Since it's not a weapon, she doesn't want it. The old man gives you the I.Claw.

Take the I.Claw to the master digger and he'll teach Mogu how to use it. It can only be used once, though. Back to the Obelisk!

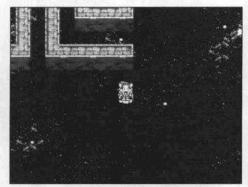


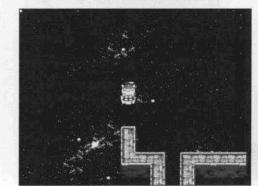
Ride the floating platforms inside the Obelisk to get from one area to the next.







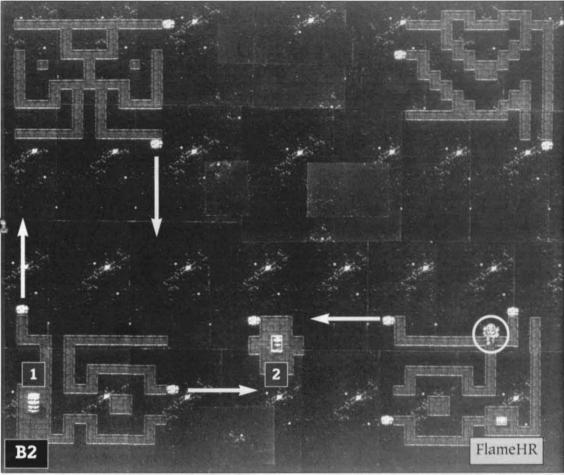




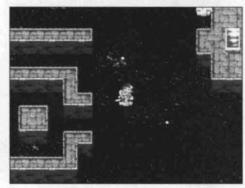


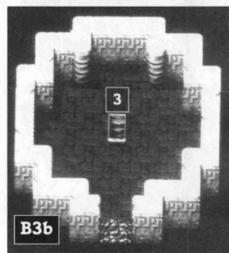
# Breath of Fire Ruthorized Game Secrets





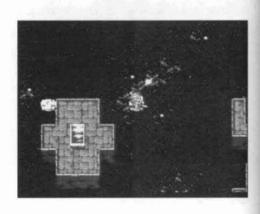






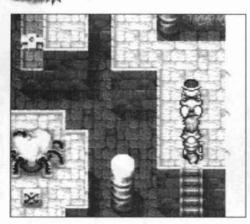


Goda gives you fair warning, but he's wasting his time.

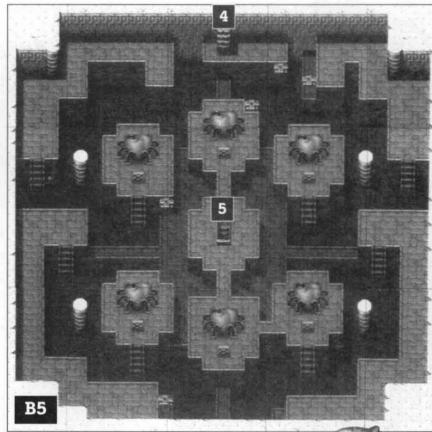


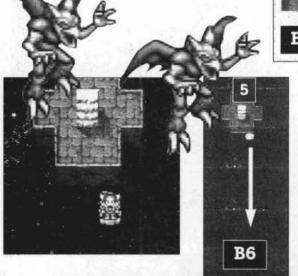


# Breath of Fire Ruthorized Game Secrets



Ride platforms and walk on the raised areas to reach the stairway down. Watch out for Ruga. He's a tough version of the Rogue you met before. You'll also meet Gargoyles here. The path is pretty simple. If you need to, use Mrbl3 or Bleu's Flee spell to save on wear and tear.





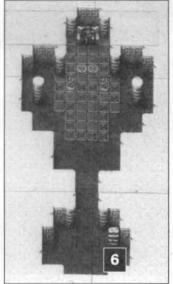




Jade makes you an offer you <u>can</u> refuse.













# JADE

Jade is tough, but you'd be able to handle him fairly easily with Agni. There's just one problem. He knows the Shock spell, and he doesn't mind using it. Whenever he uses the Shock spell, he wipes out the hero and makes everyone revert back to normal, where they're very vulnerable. So. before vou enter the battle with Jade, be sure the hero has all the spell points he can, and that you have some Acorns or other item to recover spell points, just in case.

If the hero is up around Level 30, he'll be





able to cast Agni twice without recharging. However, if Jade catches you with the Shock spell too many times, you'll need to have everyone feed Acorns to the hero. (Three Acorns will do the trick.) Jade's second wind isn't too tough, and it only takes about three hits from Agni to finish him off. But watch out for that Shock spell. Jade has a nasty habit of using it.







Jade admits defeat. He doesn't seem too surprised; he appears to relish the prospect of your upcoming battle with Tyr.

### WARNING!!!

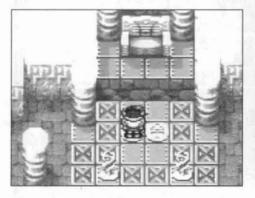
If you don't want to see the final boss, stop here and skip to page 157!

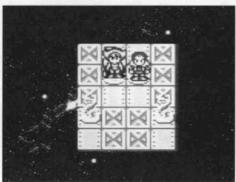
### Breath of Fire Authorized Game Secrets

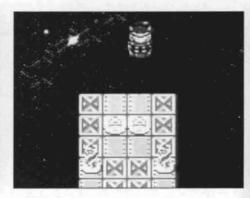


Before you do anything else, you may want to heal everyone and replenish their magic points — particularly the hero. Hopefully, you brought enough Acorns to do the job. (If you didn't, don't worry. There's another way to get healed, coming right up!)

When you're ready, step on the round plate in the middle of the floor and that section will start to fall. Eventually, it will stop and a floating platform will appear. You know what to do. Ride the platform to meet Tyr.







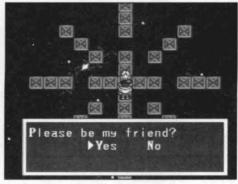






Strangely, the fearsome goddess seems friendly, and she'll even heal all your wounds. But she sees you're ready for battle.







You begin to fight, but Tyr doesn't fight back. She asks you why you're attacking her. Could it be that she is a good goddess, after all? Then you hear Sara's voice. She tells you to use Agni to see Tyr's true self. Sounds like good advice.







The first time you hit Tyr as Agni, she is shocked. Her true self comes out!

# BisCrash Max H 230 H 275 H 999 H 362 A 131 H 275 H 999 H 484

# TYR

Now the real Tyr is revealed. This hideous monster is her true form. Now it's time to finish the job you set out to do.

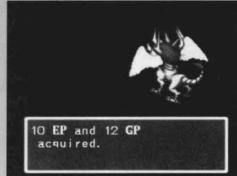
Use Agni against Tyr and her life bar will disappear quickly. But her second wind is something else. It takes 28 hits from Agni to finish off the goddess.

Strangely, you get very few HP or EP for destroying the goddess. Of course, you don't need them anymore, so it's all right.







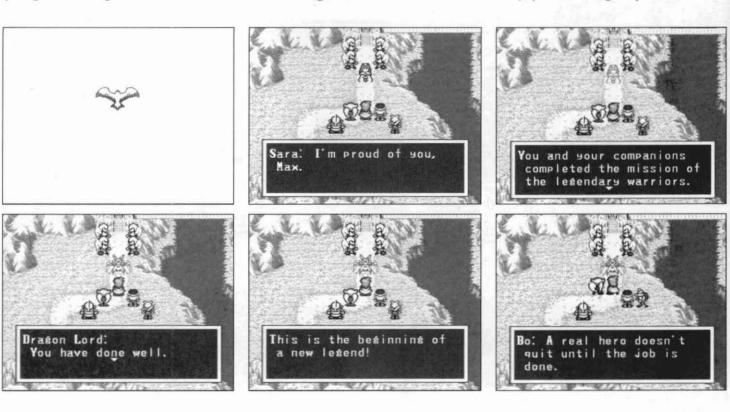




### Breath of Fire Authorized Game Secrets



Tyr vows to return. Because she's a goddess, it's hard to be sure she's defeated. But for now, the threat has past. Now the floor crumbles out from under your feet, but Nina can fly, so there's no real danger. In the end, you get the congratulations of Sara and the Dragon Lord. Now sit back and enjoy the ending sequences.



Note: There are two endings to Breath of Fire. If you defeat Tyr without using Agni, you'll get a less satisfying ending. It's up to you if you want to try that.

# Chapter Twelve

# Grie Flow Index





# Breath of Fire Game Flow Index

Use these pages as a guide to the events that occur in Breath of Fire. If you're confused about a boss, or how to get through a castle or dungeon look here to find the page number where that information is located.

These pages don't mention everything you do in the game, but all essential activities, bosses, and objects are included.

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# More Tricks

# FINDING CHUN LI



What's Chun Li from Street Fighter 2 doing in Breath of Fire? Go to Bleak and talk to the magician in the house to the upper left. Say yes to him, but when he tells you to look behind you, say, "No," two times. Then say "Yes". Can you say Hundred-Kicks?





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